

# The Australian Apple Review



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# The Australian Apple Review

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# Editorial

The official announcement of the Apple IIGS has now been made. Although we have seen the machine and, in fact, used it, we have until this issue run no information about it. This is not because we have been muzzled or banned. It is simply that very frequently machines change in the last few months before release.

Consequently we decided as a matter of editorial policy that we would wait and do a full and proper review of a machine which is likely to revolutionise personal computing in the same way the Macintosh did. For make no mistake about it, the new Apple IIGS is a major revolution. It brings the speed and power of a mini to your desk top. And it does it with the same efficient style that the original Apple II did when it broke onto the unsuspecting world in 1977.

This is yet another indication of the powerful impetus that is carrying Apple into the future. It seems only a matter of

months ago that many of the soothsayers in the American and, to a lesser extent, the Australian press were totally writing off Apple. Indeed, no less a personage than Fred Wang of the Wang Computer company in the Sydney only six months ago said that he had thought Apple lacked direction.

He probably would have to eat his words now.

While Wang are struggling to enter the personal computer market with a computer that is almost, but not quite, IBM compatible, the Macintosh has steamed into the business area in the United States using desktop publishing as the door opener.

Now it seems that many of the companies that might have been thought of as opposition to Apple are in fairly serious strife regarding their personal computer. The chairman of IBM has announced that if the personal computer market becomes "a commodity market"

then "the next sound you will hear will be the IBM corporation leaving the arena". Which simply means that with all of the competition from the clones of Taiwan, IBM are seriously considering abandoning the lower part of the IBM market. Other major corporations having the same problems.

One company sails on ahead, its finances in good shape, its marketing strategies in place and new products coming down the pipeline at regular intervals. And that company is Apple.

Next year will probably be the most exciting year in the exciting history of Apple. There will be new machines and new products galore. There will be a slew of new software for the Apple IIGS. The whole Apple II push will be totally revivified by the new IIGS.

These will be exciting times. Exciting news. Exciting developments. And the *Australian Apple Review* will be there to report them - in full.

*Gareth Powell*

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# Bits and Bytes

## Turbo Pascal for the Mac

Borland International, Inc. has introduced its third Macintosh product, Turbo Pascal for the Mac, and announced plans to support the Macintosh computer with a complete family of software for educational, business, and other applications.

Turbo Pascal for the Mac is designed to take advantage of the Macintosh environment, and combines a friendly user interface with fast compilation. The product's key features and benefits include:

- \* Ease of learning, with full implementation of pull-down menus and Macintosh point-and-click interface;
- \* Ability to run large programs using a "unit" structure, where separate compilation of routines creates modules called "units" that can be linked to any? Turbo Pascal program;
- \* Streamlined editing features, including multiple editing windows, which allow the user to edit, compile, and execute each window individually.

According to Philippe Kahn, president of Borland, "Turbo Pascal has become the language of choice at major educational institutions around the country, and more than 4000,000 copies of the IBM PC version have been sold. The demand from educators fur us to port Turbo Pascal to the Macintosh has been very strong, and we anticipate a lot of excitement in the educational community about the product.

"Turbo Pascal for the Mac is very fast and easy to use, and powerful enough to write applications and desk accessories. We believe that Turbo Pascal is the ideal educational and professional programming tool for the Macintosh."

"We've also strengthened our commitment to the Apple Macintosh by

bringing the talented developers from Singular Software into the Borland team. We're building a complete family of powerful, low-cost Macintosh products, which will be available for a variety of business, educational and other applications."

According to John Sculley, chairman and chief executive officer of Apple Computer, Inc., "The timing of Turbo Pascal for the Mac couldn't be better. The recent success of the Macintosh in business and its continuing momentum in higher education coincide well with the introduction of Turbo Pascal for the Mac. Turbo Pascal is already an industry standard in the IBM compatible world, and we are very excited to see Borland International's new commitment to provide this and other modestly priced, high quality software for the Macintosh computer."

Turbo Pascal for the Mac is not copy protected, and requires at least 256K of memory, along with a 400K disk drive. The product will be available in November through all of Borland's distribution channels, at a special introductory price of \$99.95.

Turbo Pascal for the Mac is designed to fully utilize features of the Macintosh environment, including the hierarchical file structure. It includes pull-down menus and dialogue boxes to guide the user with choices and options. Major features include:

- \* Compilation speed of over 12,000 lines per minute.
- \* "Unit structure," where separate compilation of routines creates modules called "units", which can be linked to any Turbo Pascal program.
- \* Multiple editing windows, providing the ability to switch from one window to another with several windows open at the

same time, and to edit, compile, and execute each window individually.

- \* Compilation options, available as menu selections, which include the choice to compile to disk or memory, or to compile and run.
- \* Compatibility with Lisa Pascal.
- \* Compatibility with the Hierarchical File System of the Macintosh.
- \* Search and change features in the editor to speed up and simplify alteration of routines.
- \* Ability to use all available Macintosh memory without limit.
- \* Units are included to call all the routines provided by Macintosh Toolbox.

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# The Apple II lives on in the new IIGS

by Gareth Powell

*For all of those who thought the Macintosh was taking over the world, the good news is that the Apple II lives. Now in a new and more exciting version. Apple Computer Australia have announced what they call a new high-end computer of the Apple II family. It is designed to combine the software compatibility and expandability of the Apple IIe with the power and graphic user interface of the Apple Macintosh.*

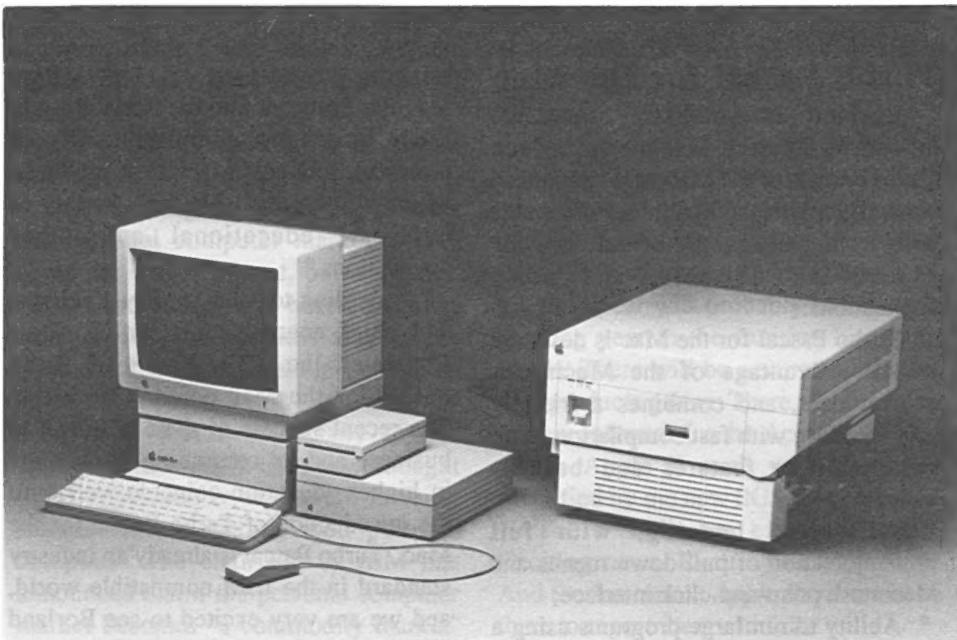
Let's try and get this into historic perspective. The Apple II, as designed by that genius Wozniak and sold by that other genius Jobs, changed the whole world of computing. For those of you who do not remember those dark, distant days in the years PA (stands for Pre Apple) the only computers available were either staggeringly expensive or needed an electronic genius to operate. The Apple II computer brought computer power to the people.

When I first saw one I felt like some watcher of the skies when a new planet swims into his ken; or like stout Cortez, silent upon a peak in Darien. I immediately pawned my Cartier wristwatch (the one remnant I have of a richer life) to make a deposit.

When I first used the machine I realised that this was a true revolution. The work of an unabashed genius. A machine which would change my life.

It did.

For a while it seemed that Apple forgot its roots when it launched the



Macintosh. It is known Jobs sneered at the II, even though Wozniak still loved the machine with an undiminished ardour. After the recent boardroom shenanigans when Jobs left in a huff, the Apple II appeared to come out of the closet again. Now we have it in the full glory of the IIGS, already being called by users the "Vegas".

The "GS" in Apple IIGS stands for graphics and sound - two of the major strengths of the new machine.

General features on this new Apple include faster processing speeds, high resolution colour graphics, greater memory and high-quality sound synthesis capabilities.

Basically it is a tremendous step forward for the Apple II line. It is as if the wish list of every Apple enthusiast had been consulted and every item included in the new machine.

The IIGS is, according to the Apple flacks, "a powerful contemporary addition to the Apple II line originally launched

in 1977. With each subsequent model, Apple has ensured a complete upgrade path to the new level of performance, resulting in an Australian installed base of over 80,000 Apple II computers - in a world population of over three million."

This is an amazing statement - and even more amazing because it is true. We checked back with Apple most carefully on this one. Take it that there were 20,000 Apple IIs sold in Australia before, if you follow, Apple Australia was set up, then the figures come to a totally astounding 80,000. It is not just us that thought the figures astounding. When David Strong, head cocky at Apple added up the figures he was surprised himself.

This new IIGS means that the line has a new lease of life because the Apple II, for the first time, becomes a true business machine as well as the definitive personal computer for the rest of us.

### Business/productivity applications

Apple say the increased power and speed of the IIGS should appeal to the large Australian base of small and medium businesses that have operated Apple II equipment over a period of several years.

These users will, according to Apple, "be able to upgrade existing files to take advantage of the enhancements without new data entry or complex migrations." In plainer language this means the Apple II users out there will be able to get a better machine and still use all their existing files without modification. A neat trick.

It will also have a considerable effect on the educational market, where there has been a major slab of the users in the past and now, with the new machine, will be in the future. This doesn't mean that the new machine will be stuck with the old software. What it means is that schools can still use all their old software and take advantage of all the new software as it comes down the pike. Which should be fairly exciting.

These new programs have, according to Apple, "a more intuitive user interface which makes the machine practical for home-based productivity applications." What that means is that because of the enhanced speed and graphics many of the programs will be similar to those for the Macintosh in user-friendliness.

The new machine is in a snazzy new Apple colour scheme, called "platinum" which, as a name, is a considerable advance on the last one which was "Snow White".

"We took the best of the IIe, IIc and Macintosh to create a computer ideally suited for both home productivity and educational use," said David Strong. "Combining the IIe's expandability, the IIc's built-in features, and software that incorporates a Macintosh-like interface, the IIGS puts our best ideals into one machine."

Which seems a fair summary of the situation as we see it.

### Performance

Five design criteria were used in the development of the IIGS:-

- \* Software compatibility with the II family.
- \* Faster speed.
- \* More memory.
- \* Enhanced graphics and sound.

In Australia, the computer includes a standard 512 kilobytes of random-access memory (RAM) with a locally manufactured memory card, 128 kilobytes of read only memory (ROM) and eight expansion slots.

Built into the system are serial ports, a head-phone jack, a joystick port, a video port, support for the AppleTalk network, a new Apple desktop bus port for keyboard, mouse and other input devices, and disk interface to both 5 1/4 inch and 3 1/2 inch disk drives.

Like the Macintosh, the IIGS has the potential to print on a LaserWriter printer and connect with other Apple computers on the AppleTalk network.

### Software compatibility

Engineers at Apple tested the current best-selling Apple II software programs to ensure compatibility. The IIGS runs

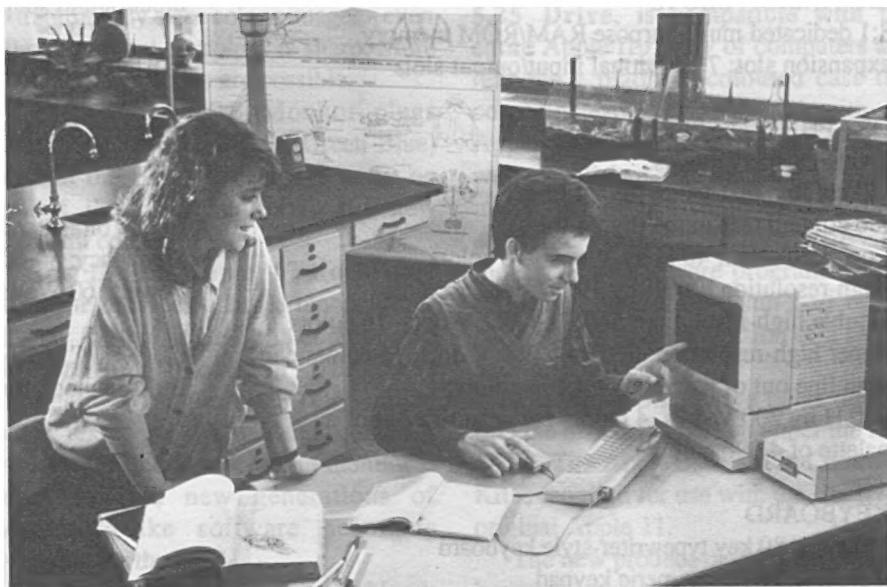
more than 90 percent of these popular packages. Those that do not conform to Apple programming guidelines and communications packages are among programs that will require revision by their developers.

In addition to testing existing software, Apple placed more than 160 prototype IIGS machines with developers.

Many developers are supplying applications with graphic interfaces similar to that of Macintosh. Others are creating programs that fully use the sound and graphics capabilities of the IIGS, such as those that incorporate video digitizers and voice synthesizers. Still others are enhancing existing programs or converting them to 3 1/2 inch format, which provides the programs with larger disk space.

### Speed and memory enhancements

The new machine has much faster processing speed and increased memory. The increased clock speed with a 16-bit 65C816 microprocessor makes the IIGS more than twice as fast as other members of the II family, which use the compatible 65CO2 chip. RAM can be expanded to 8 megabytes and ROM can be increased to 1 megabyte.



### Powerful graphics and sound

The following graphics modes are available:-

640 by 200 pixels - 4 colours per scan line - choice of up to 4,096 colours

320 by 200 pixels - 16 colours per scan line - choice of up to 4,096 colours

560 by 192 pixels - monochrome

Sound capabilities have also been enhanced. The new IIGS can play up to 15 notes simultaneously for synthesizing both music and the human voice. This is achieved through a Ensoniq sound chip

with its own 640 kilobyte dedicated RAM, the same chip used in professional quality music synthesizers.

The sound capability can be used to teach foreign languages or compose musical scores, or combined with a word processor, can be used to help students learn to both read and write. New applications using computer generated sound also will benefit handicapped people.

If you think this is a remarkable new machine from Apple we would not argue with you.

If you believe this new machine will extend the life of the Apple II into the next decade - we are in agreement.

If you are of the opinion that this shows a refreshing new style of thinking on the part of Apple management in Cupertino - we are as one.

This new IIGS is, for us, a more important machine than the Macintosh in all its forms. For this new Apple updates the appeal of the Apple II - which for us will always remain the first, true personal computer.

The Apple II lives on.  
Thanks be to all the Gods.

### APPLE IIG TECHNICAL SPECIFICATIONS

#### PROCESSOR

65C816 microprocessor, 2.8 MHz clock speed  
8 bit data bus, 24 bit address bus allows  
for addressable memory of 16 megabytes

#### MEMORY

51K RAM standard, expandable to 8 megabytes  
128K ROM standard, expandable to 1 megabyte

#### OPERATING SYSTEMS

Supports ProDos 16, ProDos 8, Pascal, CP/M  
(with Z-80 card) and Dos 3.3

#### EXPANSION SLOTS

8;1 dedicated multi-purpose RAM/ROM memory  
expansion slot; 7 additional input/output slots

#### GRAPHICS DISPLAY

7 video display modes:

-40 column text mode (by 24 lines).

-80 column text mode (by 24 lines)

Low-resolution: 40 H by V dots, 16 colors

High-resolution: 260H by 192 V dots, 6 colors

Double high-resolution: 560H by 192 V dots, 16 colors

Super high-resolution: 320H by 200 V dots, 16 colors per  
scan line out of a palette of 4,096 colors;

640 H by 200 V dots, 4 colors per scan line out of a  
palette of 4,096 colors

#### KEYBOARD

Detached 80 key typewriter-style keyboard  
including 10-key numeric keypad

#### MOUSE

Apple DeskTop Bus Mouse standard

#### INTERFACES

NTSC-compatible composite color video output

Analog RGB Video output

Headphone jack with programmable volume control  
Apple Desk Top-Bus input port for keyboards,  
mice and other input devices

SmartPort disk interface for connecting both  
5.25 and 3.5 disk drives

Two serial ports utilizing the SCC communication chip  
Game/joystick port

Input/output sound connector on logic board

#### SOUND CAPABILITY

Ensoniq 32 oscillator synthesizer chip with  
dedicated 64K RAM

#### INPUT

Line Voltage: 220V to 260V AC

Frequency: 50-60 Hz

Power: 60 Watts

#### CLOCK/CALENDAR

Built-in clock for automatic date stamping of files

*Preliminary Specifications*

# New hard disk and peripherals for the II family

Besides its new IIGS, Apple Computer Australia has also released details of a variety of performance enhancements to the existing Apple II line.

The announcements also covered a range of memory, storage and display products that take advantage of the capabilities of the new Apple IIGS.

The Apple II family subsequently consists of three personal computers, each addressing the power requirement of an established segment of the market.

## The new products include:

- \* **The Apple Hard Disk 20SC**, a high-speed, 20-megabyte storage system based on the Small Computer Systems Interface (SCSI) built into the Apple 11GS and Macintosh Plus;
- \* **Two monitors** in Apple's new "platinum" colour scheme, including a high-resolution colour display for the Apple IIGS.
- \* **Platinum-coloured floppy disk drives** in both the 3.5-inch and 5.25-inch media formats.

## New high speed hard disk

A new high-speed storage system for the Apple IIe, IIGS or Macintosh Plus was introduced today.

Based on SCI, an industry-standard interface for peripheral devices, the Apple Hard Disk 20SC provides 20 megabytes of formatted capacity on two fixed Winchester hard disks - about 25 times the capacity of Apple's largest floppy disk drive.

With a data transfer rate of 1.25 megabytes per second, the Hard Disk 20SC is about five times faster than peripherals that use conventional serial ports. Average access time is 65 milliseconds - also significantly faster than serial devices.

On the Macintosh Plus, the Hard Disk 20SC plugs directly into the SCSI port. The drive also has a "daisy-chain"

port, allowing the user to connect a second SCSI device, such as an additional drive or a backup device.

A new controller card is required for operation of the Hard Disk with either the Apple IIe or IIGS. The Apple II SCSI Card features an expandable data bus, allowing the user to connect up to four additional SCSI devices.

Software built into the card conforms with the ANSI SCSI protocols, ensuring compatibility with a large number of SCSI devices now available.

Available in either platinum or beige, the new Hard Disk matches the colours of the IIGS, IIe or Macintosh Plus systems. Apple will continue to offer its serial-based Hard Disk 20.

## Monitors

Apple's two new monitors provide a variety of video display solutions for the new Apple IIGS and other members of the Apple 11 family.

The Apple Colour RGB Monitor provides a new high-end colour display to match the graphic and video output capabilities of the Apple IIGS. With resolution of 640 by 200 pixels on a 12-inch screen it displays extraordinarily clear colour images - even 80-column text on colour is sharp. More than 4096 renditions are possible.

The Colour RGB Monitor plugs directly into the RGB (Red-Green-Blue) port on the IIGS, is designed to fit on top of the IIGS and is in the new platinum colour.

The 12-inch Apple Monochrome Monitor provides a larger monochrome display for the Apple IIc in addition to a monochrome solution for text applications on the IIGS. Generating black text on a white background (or vice-versa), the monochrome monitor is ideal for the new generations of Macintosh-like software becoming available for the IIGS.

The monitor's platinum case blends

with either the enhanced IIc (with platinum keycaps) or all-platinum IIGS. It sits either on top of the IIGS or on the existing Colour Monitor IIc Stand and plugs directly into the video jacks of each system.

## New floppy disk drives

The Apple 3.5 Drive is an 800k, 3.5-inch floppy disk drive for the Apple IIGS, featuring the new platinum look. As either a primary drive from which applications are loaded, or as a data storage device, the Apple 3.5 Drive provides over five times the capacity of 5.25-inch drives.

Apple anticipates the new applications software designed to take advantage of the Apple IIGS speed and advanced graphics capabilities will be released primarily on high-capacity 3.5-inch media.

The 3.5 Drive connects directly to the disk drive port on the IIGS. Users can daisy-chain a 5.25-inch drive, or a second 3.5-inch drive, to a port on the back without needing a separate controller card. The 3.5 Drive features a disk eject button as well as an in-use light.

A second new drive, the Apple 5.25 Drive, is compatible with the entire Apple II family of computers and features a platinum-coloured case that co-ordinates especially well with the Apple IIGS or IIc. It incorporates the well-established 5.25 mechanism used in many previous Apple disk drives, ensuring compatibility with the thousands of software programs in this format. A new daisy-chain port on the back allows easy connection of a second 5.25-inch drive.

The Apple 5.25 Drive plugs directly into the disk drive port on either the IIGS or IIc. The Apple 5.25 Drive Controller Kit is required for use with the IIe, II+ or original Apple 11.

The new product range is expected to become available in Australia from October.

# Software for the new Apple IIGS

There will be a substantial selection of software packages and hardware add-ons from independent developers to take advantage of the increased power of the new Apple IIGS.

The new system will run the thousands of productivity, educational and entertainment programs developed for earlier Apple II models, as well as the majority of peripherals and expansion cards designed for those machines.

In addition, Apple has worked with over 250 companies during the past six months to foster development on the IIGS. More than 40 new products will be available before Christmas, and Apple anticipates that this development pace will continue for several years.

"The release of a new computer at Apple always means an enormous effort to involve the third-party development community," said David Strong, managing director of Apple Computer Australila. "We aim for the best balance of backward compatibility and radical new capabilities. The IIGS achieves this better than any system Apple has ever developed.

"The developers who worked with us greatly influenced the final graphic, sound and processing capabilities of the IIGS. Apple has delivered the Apple II that developers dream about."

## Ease of development

Apple II developers, companies that had written Macintosh software found that they could develop IIGS versions of those programs with less effort than for other machines.

"Likewise, companies who have never written for any Apple system are attracted by the size of the combined installed bases of Macintosh and the Apple IIGS. Since both systems can utilize similar development tools, developers can achieve significant economies even while creating different versions of products for the Apple II and Macintosh markets."

A growing number of developers are releasing their new programs in the 3.5 inch format. These 800K disks provide

space for larger, more sophisticated programs, and help eliminate disk-swapping. In most cases, 5.25 inch disks are provided in the same package.

## Graphic Interface

Most new software programs feature a graphics user interface with pull-down menus, windows, icons and multiple fonts. The IIGS contains in read-only-memory the "Quick Draw" routines that are similar to the Macintosh. This capability, combined with the IIGS' huge color palette and super high resolution mode, have inspired an array of products that utilize graphics in innovative ways.

\* Free-form painting programs, such as "Paintworks Plus" (to be marketed as "GS Paint" from International Solutions in Australia), allow the user to create his or her own artwork using the mouse and palettes of colours, shapes and fill-patterns.

\* New structured graphics programs, including "TopDraw" (Styleware) and an updated version of "The Printshop" (Broderbund), manipulate boxes, circles and shapes and provide libraries of colour clip-art for creating charts, fliers, maps.

\* Entry-level desktop publishing programs, such as "Newsmaker," (Broderbund) and "PageWorks" (Megahaus), let the Apple II user lay out professional looking fliers and newsletters and print them on Apple's LaserWriter and ImageWriter II printer.

\* Animation - with graphics and sound that approach professional quality - is possible on the IIGS using software such as the updated version of "Fantavision" (Broderbund).

\* Educational and entertainment programs also are more appealing and effective because of IIGS graphics. New and revised programs include "Puppy Love" (Tom Snyder Productions), "Explore-a-Story" (D.C. Health), and "Silent Service" (MicroProse).

**Productivity tools more powerful**  
To augment the large number of

existing Apple II productivity packages, developers are introducing new products that leverage the IIGS' 16-bit microprocessor and large internal memory for additional speed and power.

Many also incorporate a Macintosh-like interface. New and revised products include "MultiScribe" (Styleware), "Writer's Choice Elite" (to be marketed as GS Write by International Solutions in Australia), "MouseWrite" (Roger Wagner), "WordPerfect" (WordPerfect), "VIP Professional" (VIP Technology) and others.

Communications software from two Australian developers will immediately offer local communications solutions. NetComm Australia will launch the integrated "NetComm Program" featuring standard comms software for communication with such services as OTC Minerva, Austpac, or standard remote computer-to-computer communication, plus videotex software for communication with such services as Viatel. Bizap will release a videotex only package called "Viaterm".

## Apple IIGS sound products

A variety of software packages and add-on devices highlight the sound-generation capabilities of the IIGS, and Apple anticipates the release of many more products that generate or complement sophisticated music and voice sounds. To aid in development, Apple recently released to developers sound tools that allows software to play instrument tones on a note-by-note basis.

Sound products included: "The ECHO IIb" (Street Electronics) plug-in board for adding speech to software programs; "Talking Text Writer" (Scholastic), a program for teaching reading and writing; "Kid's Time II" (Great Wave), which consists of two educational programs for teaching music and keyboard skills; four talking educational software packages from First Byte, Inc; and "RoomMates" speakers (Bose Corporation).

# Major enhancements for AppleWorks

Now available is an enhanced version of *AppleWorks*, the best-selling integrated software package for the Apple II family of personal computers.

*AppleWorks*, which combines word processing, spreadsheet and database applications, now offers a mail merge function for producing personalised form letters. The enhanced *AppleWorks* automatically loads into memory expansion cards for greater speed and convenience, handles more complex spreadsheets and works with larger files.

The new version is compatible with the entire line of Apple II computers, including the new Apple IIGS.

More than half a million copies of *AppleWorks* have been sold since it was introduced in 1984. Popularity has derived from the power of the individual applications and the ease with which information can be moved between applications. In addition, *AppleWorks* is easy to learn and use. It employs consistent and largely mnemonic commands, extensive menus and on-line help.

## New solutions and power

New features in *AppleWorks* enhance the capabilities of individual applications, take advantage of larger memory capacities now available on Apple II systems and extend integration to include mail merge.

\* Mail merge lets users combine information from a database file with documents created with *AppleWorks'* word processor. For example, *AppleWorks* can generate form letters that are personalised with names, addresses and any other identifying information contained in a database file,

such as a mailing list. The user avoids the inconvenience and expense of a separate mail merge package.

\* *AppleWorks* now automatically loads into Apple II memory expansion cards each time the system is turned on. This reduces the number of loading steps, saves time for the user and enables the software to operate faster.

\* The enhanced *AppleWorks* can take advantage of additional memory provided by expansion cards for a large desktop and increased file sizes. The desktop can range from 56k (kilobytes) on a system with the minimum 128K of RAM up to 1012K on a system equipped with a one megabyte memory expansion card. The desktop can hold up to 12 files at once for quick access.

Maximum file sizes also increase proportionately with extra memory. For example, with 256K of memory the user can create a word processing document over 180 pages long (7250 lines), a database of 6235 records or a spreadsheet with 10K per row.

\* New spreadsheet features enable the user to perform more complex analyses and provide additional flexibility.

Logical "ands" and "ors" allow compound "if statements" in formulas for complex analysis.

A new rounding feature lets the user calculate on either the visible, rounded-off number or the actual underlying number, providing extra precision.

The user can now cut and paste between multiple spreadsheets more easily by choosing to simply transfer values, and not formulae, attached to a cell.

\* New manuals and disk-based tutorials ease learning for both novice and advanced users. A new intermediate level tutorial and a "tips" reference section for more advanced tasks help the user beyond basic applications.

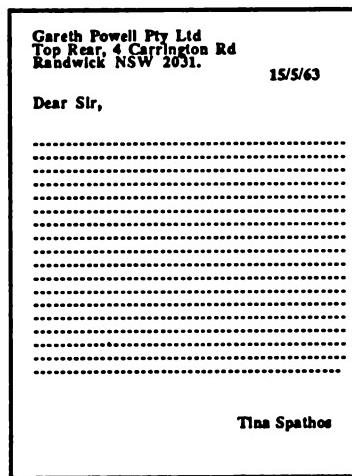
## Upgrades available

The new *AppleWorks* (version 2.0) replaces the earlier product and will be available in Australia by early October. Local recommended retail prices will be announced shortly.

Upgrades will be available to current owners of *AppleWorks* (version 1.0).

*AppleWorks* now requires at least 128K of RAM on the Apple IIe and also runs on the Apple IIC and Apple IIGS. Two drives are recommended. Each *AppleWorks* package now contains both 5.25 inch and 3.5 inch disks.

Many of the desk accessories and templates designed to be used with *AppleWorks* are compatible with version 2.0. Some programs which are memory-dependent will require revisions.



# HABADEX™ 2.0

## Getting it right in time

by Gareth Powell

It very often happens that the oldest piece of advice in America comes true. That advice, as I recall, is "don't drink at any bar called Pop's, don't eat at any restaurant called Mom's and never buy a piece of software that is registered version 1.0".

At least that is how I think it goes.

This is especially true of *Hababex* which is desktop management software. When I first saw *Hababex* in its original version I was something less than hopefully pleased. It seemed to do everything back to front. As a result I wrote a review which you might think of as scathing. And quite right too.

Now we have version 2.0 of *Hababex* and it is a program transformed. In fact, in many ways, they have done themselves a disservice by using the same title. The new program, although it superficially resembles the old program, is a country mile away.

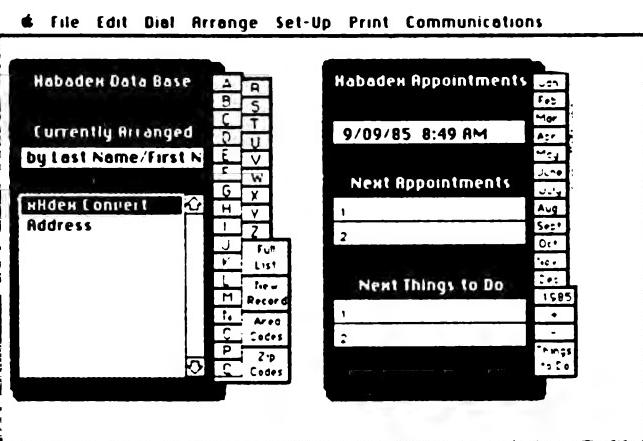
Basically *Hababex* allows you to erect a filing system - that is a rather more accurate description than true relational database - to contain information. You can even get it to contain any information that you need for your own personal need. I have set it up as an address and telephone book complete with all my contact numbers - and that runs into several thousands - and it works well.

Apparently it can also, in theory at least, dial your numbers automatically. I have not been able to get it to do this. There may be a fault in the way I am using the program, or more than likely, a fault in the way Telecom have set up my telephone line. More news on that when I get it to work or when I find the answers.

Not only is *Hababex* a database it also has a telecommunications package - good, perhaps not as good as *Red Ryder* but nevertheless perfectly adequate - and a built-in perpetual calendar which allows you to set up your appointments well into the next century, if you think you are going to live that long.

*Hababex* will also do all of the normal functions that you would expect from a database - plus some very unusual ones. It will 1. Sort files by any criteria. 2. Let you design your own indexes. 3. Allow you to use Australian area codes for easy reference. 4. Design reports and labels for printing. 5. Merge the information with word processing documents for

form letters and mailing. Pretty neat. The screen on boot-up looks like this:



On the left is the *Hababex* database and on the right is your appointment book. On the right of each of these is a set of squares which are index tabs. These work in exactly the same way as a tab button on one of those look-up telephone directories. You only have to push one of the buttons by clicking on the desired box and it moves to that portion of the files. Notice how on the top there is the usual pull down screen including Dial, Arrange, Set Up, Print and Communications.

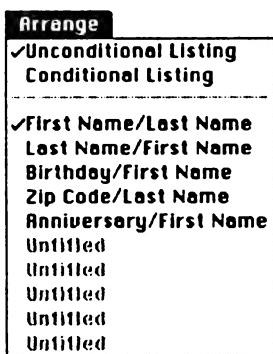
Setting up the database is extremely easy. You start with New Record and on your screen appears Address Master Record.

Address Master Record		
First Name	Last Name	
Address		
City	State	Zip Code
Home Phone	Bus Phone	
Personal Info		
Birthday	Anniversary	
Hobbies		
Occupation		

## SOFTWARE

Note that where it says zip code you should enter in your area code. And note that clearly the telephone number can be used for the automatic dialer. As I mentioned earlier I was not able to make this utility work but I have not had as much time with the program as I would like.

Looking at records is pretty easy. Once you have entered the names and addresses you just click onto the Full List tab and you see a list of the records on the files. In many cases just looking at the index gives you enough information for what you need. If you need more you can zoom in on it. To show the full information on the database you just click on one of the files and it immediately zooms in to give you the full information. You can sort out all your files by different methods. These are available in the pull down screen Arrange.



All you have to do is drag the pointer until the title is highlighted and release the mouse button. This is very similar to the arrangement they have on *Overview*, and *Habadex* does not in truth operate as quickly when it is doing its sorting. But what it has got is the ability to have your information set in a file card appearance which I find rather more useful than the *Overview* system where you have to scroll

across the screen to see all the information.

You can of course search your database for a name a number or almost any search pattern you care to use. If the arrangement of the address file is not suited to you you can totally change it so that it has precisely the sort of layout that you require.

The appointment book works just the same way and just as simply. The appointment book appears on the right hand side of the screen and the current date and time is at the top of the appointment book. Again you can click on the tabs on the right hand side to move as far forward as you want to. The calendar - which is a true perpetual calendar - can be changed in size by dragging on a box on the bottom right hand corner and if you click on any day you will get your calendar for that day.



To enter appointments you click the Enter button at the bottom of the daily schedule and the cursor starts flashing on the top line. You can enter them in immediately after that. Notice that you don't have to use American time format. You can type things in in the normal English way without using the 24 hour clock. If you have an appointment on several days at once it is very easy to enter it on one screen then while you have got the daily schedule on the screen you can click another day on the monthly calendar. This will list the appointment on the next day and so forth. It saves you an awful lot of typing - especially if you have a regular appointment. As it happens I have one very Friday morning for an editorial conference at the *Sydney Morning Herald*. I was able to enter it for a whole year just by clicking 52 times. A neat trick.

Not only can you have your schedule and have it printed out, but you can also have a Things to Do list. It is widely regarded that having a list of things to do in some magical way makes you more efficient. I have always found that I lose the list. With this it remains in the Macintosh.

However, as with all the other features it is very easy to print out exactly the way that you want. I haven't quite nutted out exactly how I am going to set up my address book for it but it is plainly very easy for me to print out in the small narrow black book formula which I happen to prefer. This is exactly what has been done with *Travelling Sidekick* but I prefer the *Habadex* system because I can easily alter the format and layout precisely to suit my needs.

If you are using your Macintosh for a lot of communications - and you should, you really should - there's a very simple communications program built into *Habadex* which will cover almost every single communications option that you will ever need. More importantly you can set it up to dial your favourite bulletin boards or services. Sadly there is a limit on this of eight connections. For me I would much prefer to have 30 or 40. Perhaps in version 2.2.

When *Habadex* came to me I was already set dead against it. It has a single feature which has always annoyed me. It will not drive a laser printer. I have a laser printer. I want to use it.

But having said that, it is a very neat combination of the virtues of *Travelling Sidekick* and *Overview*. It is not as fast as *Overview* in its sorting. It is not as totally comprehensive as *Travelling Sidekick* in its presentation of information. But it appears to me to combine the best features of both programs. And of course it saves half the money. If you are a business executive and you need to control your time and you need to keep close tabs on your contacts then my guess is that *Habadex* 2.0 - for God's sake don't go and buy an earlier version - will suit you down to the ground. The publishers refer to it as desktop management software. It is just that. On the desk you would normally have a file box of listing cards, a diary given to you by a grateful supplier, a collection of note pads, a telephone directory and an alarm clock.

*Habadex* 2.0 encloses all of that in a single 3.5 inch disk.

*Does your printer take over your computer?  
For a change, give it a squirt with*

# Laserspool

by Ken Longshaw

When you pay a lot of money for a machine it becomes a bit irksome to have to share it on a "you come last" basis with your printer.

There you sit, staring dumbly at a window that says "Job in process", and next to you is a LaserWriter with a green eye blandly staring and a winking orange light indicating thinking mode.

Well, what do you do when you run a busy operation? An accountant has not got the time to wait a full 60-130 seconds for a simple report to be compiled and printed. The engineer has more information than you could poke a short stick at and all of it relevant and needing input.

*Laserspool*, by Mac America and distributed by InfoMagic, is the ultimate answer. Well, the next version will be, but as it stands it's pretty hot.

Our establishment utilizes one LaserWriter, "Apple Talked" to two Macintoshes and an XL waiting on the sidelines. This hardware is supported by some Commodores, an Epson PC, and a number of miscellaneous devices. The conglomerate image is a fearsome exercise in time sharing. You can understand why we felt it a prime place to test run the *Laserspool*.

Desktop publishing, being as it is an evolving process, is a wonderful atmosphere of people typing, mousing and creating blocks of type, illustrations and headings, and pushing them out on a laser printer. Then sitting waiting while the computers sleep and the microprocessor is tied up with the printer - a phenomenal waste of time.

Enter stage left - Spooling. The function has been around for a while and

has acquired a Dictionary Definition of "storing on tape or disc for special purposes."

This is done in ASCII codes only instead of basic tokens. It is also used to prevent a computer becoming "output bound". When a computer delivers a large amount of data to a printer it has to hang up for a while until the printer is finished, then processing can resume.

"In a spooled system the hang up feature is omitted by sending the data to a disk file in ASCII code and feeding the file to the printer in gaps between processing actions. In this way the printer is able to execute print functions continually while the action of the computer appears continuous." - Collins GEM Dictionary of Computing.

What actually happens is the creation of a Postscript file in spare memory. Thus the need for a 512k Mac and the caution of leaving disk space always free. The file created is only temporary and is erased after use. Several files may be queued in a folder and should not be moved around.

The installation of the *Laserspool* is a simple process. Update your system files by copying the appropriate icons into your system folder. This done it is only a matter of selecting 'chooser' out of the Apple desk accessories at startup and clicking on the *Laserspool* icon.

Documentation is very comprehensive and leaves no questions unanswered. If it all gets too much, the devoted staff at Infomagic are only a phone call away.

On a system like ours where several computers share the same LaserWriter, *Laserspool* is a gift of the Gods. One

Mac may be sending squirts of data to the printer during gaps in processor use, so the LaserWriter is "Occupied". No problem when the operator on Mac 2 wants to print page 3 of the September *Apple Review*.

Duly installed and initialised on startup in the morning, *Laserspool* creates a Postscript file and joins the queue on the Apple Talk line. All the while the process of creativity continues uninterrupted.

The human brain functions slower than the CPU (some will dispute this but I am talking from personal experience) so you don't notice the spots where it is not available to your nimble fingered keyboard and mouse pad.

The overall effect was, "Voila!" a profound increase in the efficiency of the publishing operation at this august establishment. And an ensuing lowering of the expenditure on coffee and cafe bar cups.

However all is not as simple as it seems. If you have a cheaper model laser printer that does not support Postscript, *Laserspool* may not run.

InfoMagic are dedicated Apple disciples and thus the locally produced laser printers that cannot front the cost of putting Postscript on their machines lose out.

This fact is a serious factor to consider when buying laser printers. Cute kangaroos that hop across the LCD do not compensate for the inability to run a whole host of the most powerful Mac programs available.

# HABA NEWS

## **HABA RELEASES NEW RANGE OF APPLE II AND MACINTOSH SOFTWARE**

One of the greatest batches of new micro software in Australia was released this month by Haba Systems. The programs for Apple II, Apple Mac, Atari, Commodore and IBM are some of the best written, best presented and most useful available, and what's more they come at retail prices so low you'd think they were meant to be the wholesale price!

There are eight new products for Apple II and seven for the Macintosh.

For both IIs (at \$232) and Macs (at \$310) the Home Accountant is a must for anyone trying to sort out their financial life or small business accounts. It has sold over 350,000 copies in America and is the most popular home accounting package in that country.

Other APPLE II products include:

**HABACALC.** The spreadsheet program for IIs that is as powerful as it is easy to use. 64 columns and 254 rows give plenty of room for calculations. Cut, copy and paste commands make editing a breeze. \$155.

**HABA TEMPLATES.** 54 Business, Home and Personal Templates. Ready to Use Data Base and Spreadsheet templates for AppleWorks and ///E-Z Pieces. \$93.

**HABA MERGE.** The Form Letter/Mailing Label program for AppleWorks and ///E-Z Pieces. \$155.

**F.C.M.** F.C.M is the single program you'll need to file catalog and prepare mailing labels for any imaginable use. \$155.

**HOME CATALOGER.** A flexible and easy to use filing system. \$155

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STATE: \_\_\_\_\_ POSTCODE: \_\_\_\_\_

TEL: \_\_\_\_\_

Other MACINTOSH products include:

**HABADEX 2.0.** Manage your desk with a Data base, Automatic phone dialing, Appointment Book, Communications and print mail lists, merged letters etc all in the one program. \$310.

**QUARTET.** Powerful Spreadsheets for only \$155.

**QUARTET TEMPLATES.** Over a dozen pre-defined spreadsheet formats. \$93.

**HABA MACINTOSH SOLUTIONS:**

**CHECKMINDER.** The easy to use home accounting program that displays and works with cheques, deposits etc. \$155.

**WINDODIALER.** Displays up to 250 names and 500 phone numbers. \$93.

**QUICKFINDER.** A handy Desk Accessory that allows you to move directly from one Macintosh application to another without returning to the Desktop. \$93.

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Mastercard. Bankcard.

Credit Card Number: \_\_\_\_\_

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# ACTA

## Getting your thoughts in order

by Gareth Powell

Outline processes are purely an American idea. They are not part of the Australian nor yet British education system. In American schools the idea is very strong.

Basically before you write anything - an article, an essay, a treatise, even, one supposes, a romantic poem - you put down a series of basic headings.

You then take each of these basic headings and extend them into sub headings. You can then take these sub headings and expand them into sub sub headings and so forth. Almost to infinity.

What you then end up with is a total outline of the article that you are going to write. You can either use the headings you have so carefully arranged in a tree format as real chapter headings or as cross heads in the work that ensues. Or you can merely use them as a guide and erase them as you go ahead.

I must confess I have never used an outline processor in this way. I've never had to. I have a feeling that my brain works like an outline processor without any need for mechanical assistance.

When I go to write an article I have the finished article totally visualised in my skull. I just have to sit down and start writing. If there are technical bits I tend to insert them afterwards.

So an outline processor is not really for me. However, when the first outline processor became available on the Macintosh - *ThinkTank* - I was so impressed by the reviews and enthusiastic users that I sat down and gave it the good old college try. I found that it was an assistance if I was writing a complex technical article. It was also of assistance when I was assembling a series of articles for a major feature.

A good example is the annual personal computer supplement in the *Sydney Morning Herald*. That runs about 12 to 40 thousand words and I write every word of it. To make sure that I don't miss out anything that I should include - and conversely do not include anything that I should not include - I have used an outline processor.

This year for the first time I used an outline processor from Symmetry called ACTA.

In the book they give a very good description of what outlining is all about:

### Outlining with ACTA

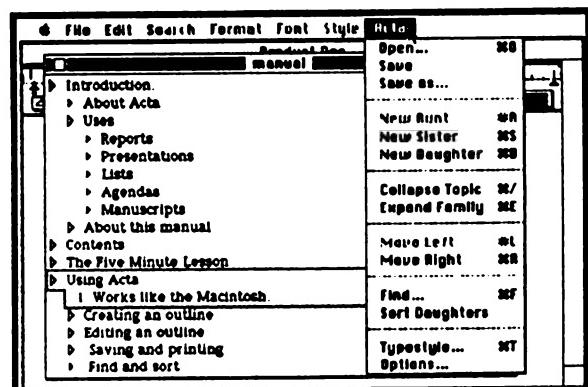
Chances are, it was your high school English teacher who taught you to outline, and you probably didn't like it much. Outlining meant a lot of scribbling, erasing and head-scratching. Then you had to do it all over again, because your English teacher wanted your outline to look neat! Much easier if you could just start writing whatever it was.

Outlining was a chore. But, using ACTA, outlining is quick and effective. Your Macintosh will help you with the scribbling and erasing; all you have to do is the head-scratching. And we guarantee it will look neat!

While English teachers taught how to outline, they never really taught what outlining is. Outlining is a tool to organize your thoughts. Your English teacher taught you outlining as a preparation for writing, but outlining can organize anything that requires thought - presentations, agendas, or computer programs. Even some things that don't require much thought - such as phone lists - can be kept in outline form.

An outline grows from a single idea the way a ship grows from its keel. First, the shipwright lays the keel, then he adds timbers to create the skeleton of the ship. Finally, he covers the structure with planks to form the hull and deck. Similarly, you create your outline by starting with the main ideas, then filling in the details.

You can also build a ship the opposite way, first fitting the hull together from planks, then adding timbers to reinforce the skin of the ship. In writing, this is called post outlining. You write as the inspiration moves you, then go back and outline



## SOFTWARE

what you have done to pick up anything you may have missed.

Of course, using *ACTA*, there is no reason to limit yourself to one style of outlining. You can bring up *ACTA* in one window and, say, *MacWrite* in another, switching back and forth as you like. Or you can stick to *ACTA*, writing topics with any number of lines, then finally converting the outline to your word processor.

### Forget your English teacher!

There is no reason to follow a fixed procedure or use a consistent style. With *ACTA*, you are free to develop your ideas in the way that suits you best.

If you prefer to use two (or more) windows, you may want to resize them so you can see what you are writing and the outline you are writing from at the same time. With a click of the mouse, you can go back and reorganize your outline or add an additional topic.

On the other hand you may wish to do your preliminary writing directly on *ACTA*. If the words refuse to come, don't panic. Just make a one-line entry as a reminder, then pass on to the next topic. It doesn't matter if some topics are short and others very detailed. There is no teacher to give you a C-minus!

When you finish a paragraph, simply press Enter (rather than Return) to start on a new paragraph. *ACTA* works faster if you don't stretch a paragraph to fill the whole screen. Make a new one. When you are ready, you can Save as *MacWrite* and flesh out your topics as necessary.

That gives you the basic idea of what outline processing is about. In fact I prefer using this outline processor to the *ThinkTank* simply because I understand the concept of *ACTA* far better than I do *ThinkTank*.

It may be that I got used to it over a period of time. But more probably it is the fact that *ACTA* is a desktop accessory. This means that I can mount it on my *MacWrite* disk and use it as I start to write an article and then move straight onto *MacWrite* without any undue interruption. I can't do that easily with *ThinkTank* unless I use *Switcher*. And anybody who has had extensive experience with *Switcher* will realise why I am loathe to use it when I am working.

If you have problems writing easily and fluently and you are called upon to prepare reports; if you have to write a thesis for your degree and you have difficulty getting started; if you are involved in writing a manual for software which involves a lot of technical information, then very probably *ACTA* will help you tremendously.

It is not I think a tool for the working journalist who has to hammer out copy at a very high speed in order to meet a deadline. And it is not essentially a tool for a writer who is

relaxed and fluent in using the English language, but it is invaluable for someone who needs to be cranked up to write and probably does so under duress.

It would probably be a life saver for somebody who has difficulty getting their thoughts in order before putting them on paper.

If you need an outline processor then *ACTA* is the outline processor you ought to get on the Macintosh.

Final note. I can't for the life of me work out why it is called *ACTA*. It has no connection with the name of the author - David Dunham. Nor is it anyway connected with the name of the company that produced it, Symmetry. I have tried to work out what it could be an acronym of and I have not been able to come up with an answer. Somebody out there somewhere must know. Perhaps they could tell me.

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# Mac goes underground

by Gareth Powell

There are a lot of newsletters which cover what is happening to computers. Some are good, some are bad, some are indifferent.

*Mac Underground* is in a class on its own. It appears to be published by people who are not the full quid. This will come as no surprise to most people, as serious Macusers all tend to be - to say the least - a little on the eccentric side.

The article headings in *Mac Underground* will give you a rough idea of the fine flavour of their madness. "Stuff I am not supposed to have", "Uncle Johnny's neo-nazis - just dropped in", "A hard disk night", "Dance hall girls", "Mac Nifty's Nifty Guys".

In the issue I have in front of me there is a quick review of Microsoft Works. At the end it says "this program will undoubtedly do better than *Jazz*, if only because of the perception of *Lotus* - *Jazz*'s developer - by the Mac public. It is not a beloved company. In fact a guy from Regis McKenna (Apple's publicity firm) even said he thought *Jazz* stunk. I don't think *Jazz* is a bad program - especially if a few features were brought up to speed. I do think *Lotus* has a bad image as a bunch of tough guys."

As you can see these reviews pull very few punches. In a later article, a Dominic D'Acquisto - surely an assumed name - is quoted as saying "Apple think they started Desktop Publishing. It came and bit'em on the ass!"

Plainly this is a newsletter which is not constrained by threats of withdrawal of advertising by anyone. By and large they have no hesitation in giving any hardware the serve if they feel it is indicated.

To give you a taste of the full fine flavour of this newsletter here is an article called "Desktop Perspective" which is written by the aforementioned Dom D'Acquisto.

## DESKTOP PERSPECTIVES So Close and Yet So Far

Dom D'Acquisto

This week I find it necessary to depart from the usual format and take a step back. I'll examine some of the things that Mother Apple and all the others aren't telling us about shortcomings of Desktop Publishing that some of us either too naive or too unwilling to recognize. I'll present some specific solutions to these shortcomings in my next article.

The one thing that almost single-handedly sparked the Desktop "Revolution" was the Laser Printer. Having access to all of its capabilities was a great leap forward. As technology progresses, better and more complicated tasks are conquered, until we arrive at a point where nothing seems beyond the reach of technology. It's at times like these that something comes along, occasionally, and pops our balloon. Something happens to show us that even the most brilliant innovation was still created by man and subject to man's faults and failings.

From the highest forms of technology - like the space shuttle - to a simple ball point pen, problems still occur. In the rush to make a better, faster, less expensive and more versatile laser printer and more innovative software products for page composition and layout - sometimes the basic questions are overlooked. In all of the hoopla, we don't stop to check and see what it is we're all cheering about.

I recently saw an ad for the Apple LaserWriter. It extolled the virtues of the whole Desktop Publishing concept. They said it produced "near typeset quality" output. Some vendors advertise that Laser Printer output is just plain "typeset quality". The truth is that although it's a far cry above the quality of dot matrix print (and yes, still better than daisywheel) it's still not the Utopian machine it's cracked up to be.

I recently had occasion to work on two different projects that really drove it home. In the first instance, we processed an ad layout for a graphic arts firm on the L-100. After the final output from the L-100 was compared with the LaserWriter proof from the client's LaserWriter, there was a noticeable difference in sizing and line spacing. Over the 10" length of the page we were off by 3/8 of an inch. Thinking that it must be some type of film or paper problem, I ran the job again .. with the same results. I also ran another copy on our LaserWriter. Now we had three different sizes of output, none of which matched closely enough to another to meet even a liberal set of specs.

A check with Apple Computer by a local tech rep met with the usual "...we're looking into it" answer. Neither he nor I have yet received an answer. Do you think we're the first people to discover this problem??? I sort of doubt it.

Following this we had the L-100 calibrated. It was well within specs reaching a tolerance of .009 of an inch over a 40 inch span. On the other hand, neither our LaserWriter or our client's LaserWriter came close. I got one copy

## PUBLICATIONS

that was too large by 3/8" over a ten inch span. The other was 5/16" short over the same ten inch span.

What caused such a disparity in sizes? A thorough investigation of what makes it all tick turned up some unusual and unpredictable problems. They illustrate how far we need to go to perfect current technology before we even start to worry about advances like colour lasers and the like.

**LaserWriter Shortcomings:** First of all, I am not making a blanket of condemnation of LaserWriters or Desktop Publishing technology. But being informed about the shortcomings and finding solutions to the problems are very important. Somewhat more important than developing more sophistication in the current technology.

When considering the capabilities of the the LaserWriter, keep in mind that the machines we're using to direct output all run from software. Software is subject to the inherent limitations of each microcomputer it runs on. In the case of the Macintosh, we have the 72 dot per inch resolution level of the screen that, to a certain extent, works against some users.

By this I mean that the screen rules (the rulers on the top of the screen in applications such as Pagemaker, MacDraw, MacWrite or Microsoft Word) cannot reach the relative level of accuracy necessary for some specs. MacWrite, as an example, gives output approximately 1/10 of an inch too long over a span of one inch. This is sometimes totally acceptable, since some work is not all fit-critical. For those products in which fit is critical, however, 1/10 of an inch over one inch certainly would not meet any specification in even the most liberal sense of the terms.

Why are all of these rules inaccurate? Because an inch

made up of unbreakable pixels cannot be completely, accurately divided and still come up correct. On the other hand, taking that 72 DPI and translating it into a point and pica ruler does yield relatively accurate results - since there are only a fraction over 72 points in one inch. That fraction is small enough to fit within most tolerances.

Again - since many people coming into the field of Desktop Publishing with little or no graphic arts or typesetting background are not accustomed to the point and pica measurement system - it presents a question as to the adequacy, in some cases, of a finished product. Because the average user doesn't know points from picas or what either one is, it presents a problem if the most accurate set of measuring devices contained within any given piece of software technical measurement terms. The problem is, you won't find that information in your user's manual. That, on the surface, seems to be important only if fit is important to you.

Is what you see really what you get? Other things, which seemed somewhat inconspicuous, however, have also developed problems. Things like densities of the screens in applications like PageMaker. A check of a laser printer copy with a 10% screen comes up as 26.7%. The L-100, on the other hand, gave us 10.4%, and an L-300 a 10.12%. The problem is that a 10% on the screen is nothing like a real 10% on the page ... appearance-wise.

The second large problem was toner. As many of you may know, the laser printer, in order to produce its output directs the laser (by way of a mirror), to impart a charge to the drum of the laser printer. As the paper passes by, it imparts that charge to certain portions of the paper. The

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<b>RAMFACTOR:</b>	Memory expansion 256K-16 Meg. (Slots 1-7)	X	X	X
<b>RAMWORKS:</b>	Expands Appleworks to 5300 D.B. records	X	X	X
<b>Z-80 PLUS:</b>	Memory expansion 64K-16 Meg.+80 column. (Aux.slot)			X
<b>TIMEMASTER:</b>	Expands Appleworks to 15200 D.B. records			
<b>PHASOR:</b>	CP/M card & software	X	X	X
<b>VIEWMASTER:</b>	Clockcard & software	X	X	X
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<b>16K RAMCARD:</b>	80 column card (High resolution)	X	X	X
<b>SYSTEM CLOCK:</b>	16 channel A/D or 8 A/D + 8 D/A	X	X	X
<b>Z-RAM:</b>	Memory expansion card. (Slot 0)	X	X	X
<b>Z-80c:</b>	External clock module & software			X
<b>Distributed by:</b>	<b>POWERTECHNIK Pty Ltd</b> PO Box 143, Killara, NSW 2071		<b>Phone: (02) 439 5488</b> <b>Telex: 171657</b>	X

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## PUBLICATIONS

paper is then run by a toner cartridge, which contains a toner with the opposite electrical charge. The two opposite fields attract...thus drawing the toner powder to the paper. It's then passed under a heat-bonding system (a heated wire) and fused to the paper.

Due to disparities in the way that toner cartridges are shipped, stored, and handled and due to inconsistencies in the strength of the electrical charge and defects or inconsistencies in the plastic used to produce the toner - a variety of different results occur. Some are minor in variation; others are not. As an example, we took three different toner cartridges (all of which were within the first 100 copies of being used) and tried different sizing samples on our LaserWriter alone. The three different toner cartridges produced three different results - two of which were relatively close to one another. The third had a variation noticeable enough to miss meeting a spec by 1/16 of an inch. 1/16 of an inch may not seem significant, but for critical-fit work it very definitely is.

For larger point size letters exceeding 72 points (as in

large banner headlines when a 72 point letter is no longer 72 points) the whole concept of 'near typeset quality' or 'as good as typeset quality' is out the window.

The technology that we have in hand must be able to conform to the standards of state-of-the-art printing technology. Desktop Publishing alone will not change the standards which the graphics arts community uses to produce its product. It may change the means or methods - but accuracy, sizing, spacing and all of those elements will not cease to be important just because the low-level technology isn't capable of producing those things in critical-fit situations.

Although Desktop Publishing technology has come a long way, it still has a long way to go. In my next edition, I'll explain some specific ways to overcome the more glaring limitations and problems in DP technology, and help you identify those ways in which you can improve your projects and publications. In the meantime, if you have any comments or suggestions, please, give us a call or a letter.

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As you can see he does go on a bit, on the other hand the fact that the size of print from the laser printer can vary is news to us and could be of vital importance to any tending purchaser.

If you want to get on to Mac Underground you can write to them at On-Line Publishing Systems, 607 North Court St, Fairfield, IA 52556, United States. Note however that these are electronic publishers and normally their reviews, information, is sent over the wire. This is not as yet easily available in Australia although we understand negotiations are under way to see if something can't be done.

Otherwise you have to be content with their notes - the best of the information electronically available printed on paper - which costs \$60 US a year. At the current rate of exchange for the Australian peso that works out at \$100 Australian.

Is it worth it?

Yes, if you are very heavily involved in the Macintosh and you want to know exactly what is happening in the United States.

Yes, if you want some fairly idiosyncratic ideas and eclectic views and reviews of Macintosh software and hardware.

We like the newsletter. We like the style in which it is written. We envy them their freedom from the laws of libel which pertain in Australia.

PS. If you would just like to get a sample of their monthly issue of notes our guess is you could write to them enclosing a \$10 Australian bill. Then they will probably send you one.

# "THE NEW EPSON EX800 PEARL PRINTER IS ANYTHING BUT PLAIN."

James Dibble



Epson became number one in printers because they listened to people in business and produced the products they needed. Products like the EX800 that sets new standards in dot matrix printing.

#### The result of our homework.

Epson's new EX800 offers up to 300cps in draft mode, bi-directional printing of both text and graphics and has an 8K buffer. There are two NLQ fonts, convenient paper handling, serial and parallel interfacing and IBM graphics capability. For the future, upgradability is central to Epson's thinking. And for peace of mind, there's Epson's 12 month warranty.

#### Epson, your first choice.

Epson became number one in printers because they are extremely hard to beat for features, reliability and value. The new EX800, however, goes one better. It sets standards in dot matrix printing that have no equal. If you're in a fast moving business, you owe it to yourself to see this pearl of a printer soon. For your nearest Epson dealer, phone Sydney (02) 452 5222; Melbourne (03) 543 6455; Brisbane (07) 832 5400; Adelaide (08) 332 8501; Perth (09) 322 1896 or Darwin (089) 814755.

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EPS 011

# Epson EX 800 -

## When you're ready for the big time

by Gareth Powell

MY OBSESSION with printers is quite well known. I have spent years and small fortunes looking for printers that will handle my work, faster, better, more quickly and with style.

The early dot matrix printers were nasty brutish things with little style. They were extremely noisy - just like a dentist drilling your teeth - had a print quality that exactly paralleled that of a bank statement and chewed up paper at a frantic rate.

One of my original printers - a Seiko - had a single hammer head which meant that every dot of the output had to be done individually with much noise and fuss. As well, this printer did not take standard paper and you had to cut down

sheets by hand.

It was not exactly what you would call convenient.

My current dot matrix printer is what you might well call the ultimate dot matrix printer. It is an Epson EX 800 and on it I print out all of the words that I write in a day - which is something around the 6,000 mark. In other words it is used and abused on a continuing and regular basis. It has yet to hiccup, stop, play up or act the billy goat. It has performed in precisely the way that it should.

It is some light years away from the dot matrix printers of a few years ago. And it has some unusual and extremely useful features.

### 1. Draft printing.

In this mode, as printer manufacturers insist on calling it, the copy is printed out at a speed of 250 characters per second. Which sounds quick but what does it mean?

Roughly, there is an average of six characters to every word in English. (Other languages, other standards). Which means that the Epson can chunter through 40 words a second at this speed which is very roughly a page of double spaced typing every six or seven seconds.

That is fast. Extremely fast. As fast as a fast laser printer.

True the quality at this speed is not much to write home about, but for coarse Australian journalists and even

### Pica (10-Pitch)

	regular	condensed	double-width	condensed double-width
<b>Draft</b>				
regular	MISwiY	0 MISwiY	4 MISwiY	32 MISwiY 36
emphasized	MISwiY	8 MISwiY	12 MISwiY	40 MISwiY 44
double-strike	MISwiY	16 MISwiY	20 MISwiY	48 MISwiY 52
emphasized d-s	MISwiY	24 MISwiY	28 MISwiY	56 MISwiY 60
italic	MISwiY	64 MISwiY	68 MISwiY	96 MISwiY 100
emphasized	MISwiY	72 MISwiY	76 MISwiY	104 MISwiY 108
double-strike	MISwiY	80 MISwiY	84 MISwiY	112 MISwiY 116
emphasized d-s	MISwiY	88 MISwiY	92 MISwiY	120 MISwiY 124
<b>NLQ Roman</b>				
regular	MISwiY	0 MISwiY	4 MISwiY	32 MISwiY 36
emphasized	MISwiY	8 MISwiY	12 MISwiY	40 MISwiY 44
italic	MISwiY	64 MISwiY	68 MISwiY	96 MISwiY 100
emphasized	MISwiY	72 MISwiY	76 MISwiY	104 MISwiY 108
<b>NLQ Sans Serif</b>				
regular	MISwiY	0 MISwiY	4 MISwiY	32 MISwiY 36
emphasized	MISwiY	8 MISwiY	12 MISwiY	40 MISwiY 44
italic	MISwiY	64 MISwiY	68 MISwiY	96 MISwiY 100
emphasized	MISwiY	72 MISwiY	76 MISwiY	104 MISwiY 108

## HARDWARE

coarser Australian sub-editors and editors it is perfectly acceptable.

### 2. Near Letter Quality

However, when I want to send a letter or produce copy that is a little more elegant, a little more stylish, I can switch to what printer manufacturers love to refer to as NLQ - Near Letter Quality.

In this mode you can use two different pitches, proportional spacing and condensed print in either Roman or Sans Serif. These two types approximate to what we used to call in printing Times Roman and Helvetica. This allows you to select the exact print style you need for any document.

But, and this is an important but, instead of having to fumble at the back of the machine and alter switches, or use software drivers in your program to tell the printer via complex control characters what typeface you want, you just tap a button. The control panel is on the front

right end of the printer, which makes using your printer sweetness and light.

Printers work either through serial or parallel ports and there is often a problem in linking up one or the other with a given computer. The EX 800 offers both which neatly solves the problem in one fell swoop.

Secondly, there is, in truth, no single industry standard for dot matrix printers - as a general rule they are not overly co-operative in this area. But if one were to specify standards you would probably come up with two - Epson and IBM.

And of the two Epson is more nearly universal than IBM.

The EX 800 very cunningly and snazzily offers both standards. This makes linking it up to my Apple IIe or IIc (or indeed almost any other machine) a piece of cake.

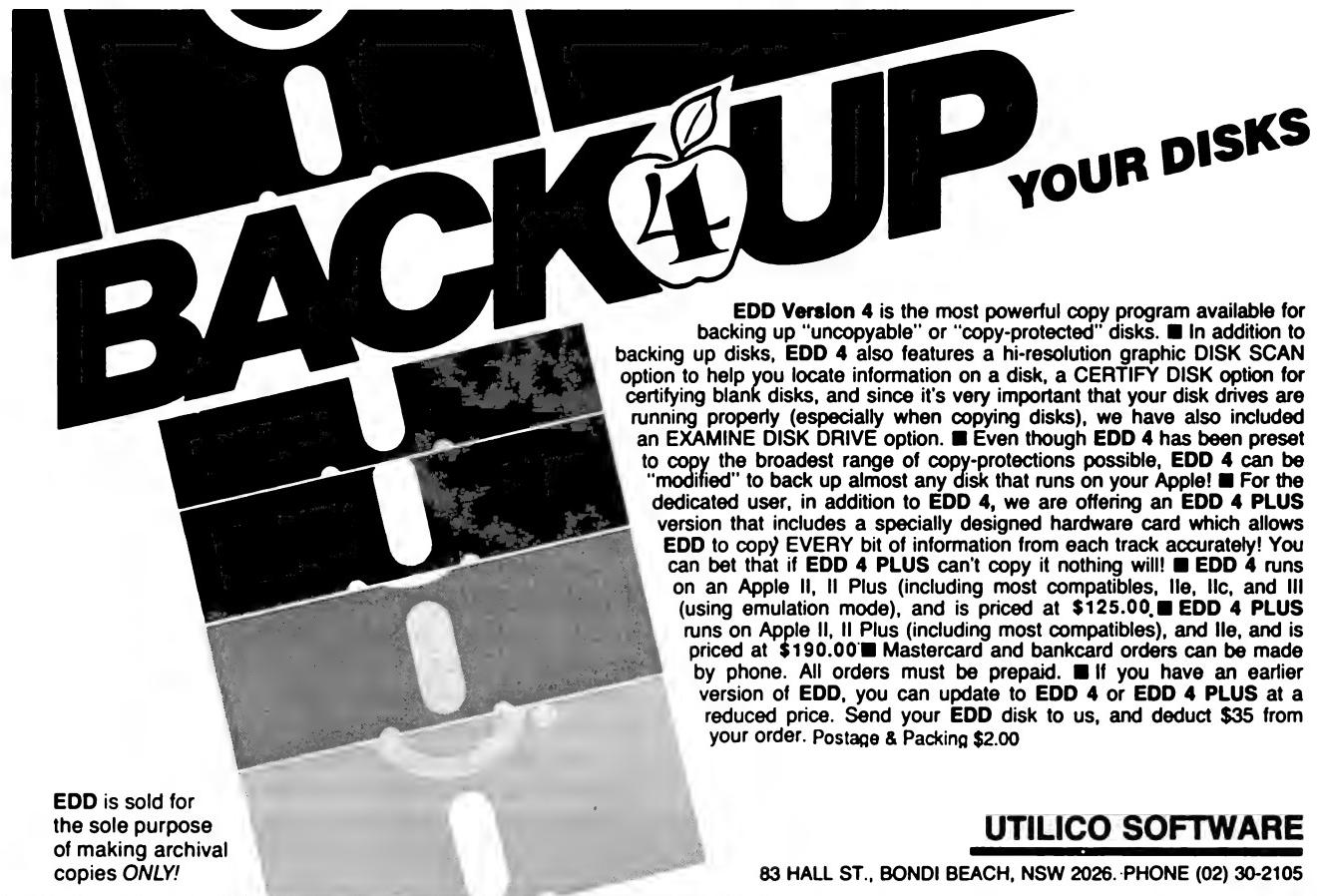
It has a hidden bonus. You can buy it with the colour option kit - I have it on

mine - and then with multi-colour ribbons you can produce some dazzling effects.

The manual is excellent - easy to follow, nicely set out, spiral binding so it will lie flat.

The Epson EX 800 is not an el cheapo rattler of a printer. It is a sophisticated elegant piece of electro-mechanical engineering which works like a dream. In my opinion a good printer is one that you can happily ignore over a longish period of time. The EX 800 is such a machine. 

Printer:	Epson EX 800
Price:	\$1,260.00
Speed:	300 cps Draft Elite
	250 cps Draft Pica
	50 cps NLQ Pica



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**EDD Version 4** is the most powerful copy program available for backing up "uncopyable" or "copy-protected" disks. ■ In addition to backing up disks, EDD 4 also features a hi-resolution graphic DISK SCAN option to help you locate information on a disk, a CERTIFY DISK option for certifying blank disks, and since it's very important that your disk drives are running properly (especially when copying disks), we have also included an EXAMINE DISK DRIVE option. ■ Even though EDD 4 has been preset to copy the broadest range of copy-protections possible, EDD 4 can be "modified" to back up almost any disk that runs on your Apple! ■ For the dedicated user, in addition to EDD 4, we are offering an EDD 4 PLUS version that includes a specially designed hardware card which allows EDD to copy EVERY bit of information from each track accurately! You can bet that if EDD 4 PLUS can't copy it nothing will! ■ EDD 4 runs on an Apple II, II Plus (including most compatibles, IIe, IIc, and III (using emulation mode), and is priced at \$125.00, ■ EDD 4 PLUS runs on Apple II, II Plus (including most compatibles), and IIe, and is priced at \$190.00 ■ Mastercard and bankcard orders can be made by phone. All orders must be prepaid. ■ If you have an earlier version of EDD, you can update to EDD 4 or EDD 4 PLUS at a reduced price. Send your EDD disk to us, and deduct \$35 from your order. Postage & Packing \$2.00

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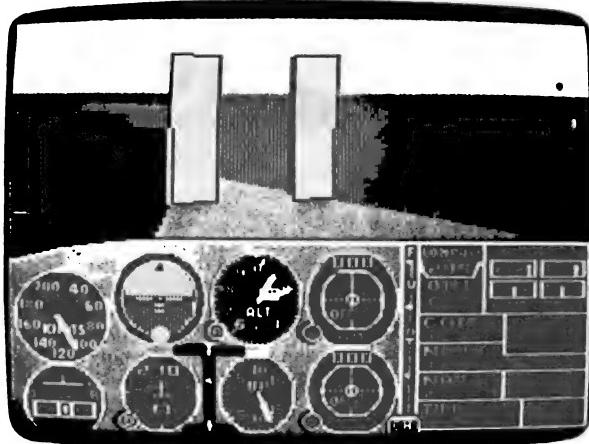
*Air travel used to be the safest form of locomotion available to the masses - until the invention of the hijacker, the DC 9 engine, the Piper Cherokee's allergy to Boeings, secret Russian bases, and human error. The carnage was horrific, so...*

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Heathen! The illusion of real flight is a delicate balance of High-Tech and Mind-over-matter (self deception) and Charles



---

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North Position: 17069  
East Position: 20984  
Altitude: 1200  
Pitch: 0  
Bank: 0  
Heading: 212  
Airspeed: 122  
Throttle: 19455

Rudder: 32767  
Ailerons: 32767  
Flaps: 0  
Elevators: 32767 (IBM only)  
Elevators: 36863 (all except IBM)  
Time: 12:00  
Season: 2—Spring  
Wind: 0 Kts, 0

Guilick is not going to break the magic in his second *Flight Simulator* adventure book.

His first book, *40 Great Flight Simulator Adventures*, was not exactly the beginner's course. To benefit fully you have to be able to fly your plane, so the manual is not replaced, only supplemented. The author took us through an editing technique to set up flight parameters and achieve instant anywhere. The idea of it all was to keep the book in your lap inflight and read as you flew.

For instance try this on for size. Press whatever key your machine uses to escape to "edit mode" and type in these parameters (to the left), and only these, don't change any others. This done press the key again and sit tight for a ride. Try it several times with different views.

Like that? Well, I know you will enjoy the rest of his little sorties in book one. Then it's on to book two: *40 More Great Flight Simulator Adventures*.

Assuming you have flown the first 40 sorties, Guilick now sets out to turn you into a pilot of some considerable skill. The aim of this fun course is to become precise, neat, and tight in your technique. Self satisfaction is the score card.

If you are bored by small airports and find "practice" a cure for insomnia, you may skip the first six lessons and take on the "real man stuff". But before you do, consider, flights 1 - 6 are some of the most concise and level headed instructions on overall flying technique you will ever not pay for.

Not notwithstanding all the Microsoft *Flight Simulator*'s limitations, these two books are about as close to personal flying instruction as \$19.95 will ever get you. I've flown in Cessnas, Pipers and a few others (and jumped out of them) and after book two I wouldn't hesitate to take the joystick if the pilot keels over.

And Nos 1-6 over, it's into the wild blue yonder. Book in hand you can land on ... believe it or not ... the North Pole. Do a number while Guilick meanders about budgerigars and learning to fly. Voyage the graphic skies of the USA and try out the limits of self and simulator. Try this out for a laugh. Enter edit mode and fill in the parameters shown on the next page. It's called Sunday Driver.

## BOOK

You are on Runway 11, Westchester County Airport, New York. Take off as normal and as you pass 1000 ft. turn right to heading 270 degrees increasing rpm to 1600+ as you do, and trim out at 1500 ft. (that's pilot talk for fly straight and level at 1500 feet). You fly along the Hudson River till the water disappears, then turn to heading 210 degrees. Keeping the altitude within 50 feet, tune your NAV to Kennedy VORTAC, 115.9 and the OBI to a value of 140.

We are going to intercept that radial (so the instructor tells me.) The instrument will read TO. This radial would take us to JFK Airport but not today. When we intercept the radial our DME reads 14 miles and the OBI needle comes on scale and starts to move to the centre of the instrument. At this point put on Carburettor Heat. This will reduce rpm and initiate a slow descent.

Watch carefully and when the needle is central, bank left, 30 degrees, to heading 167. See the Twin Towers of the World Trade Centre ?

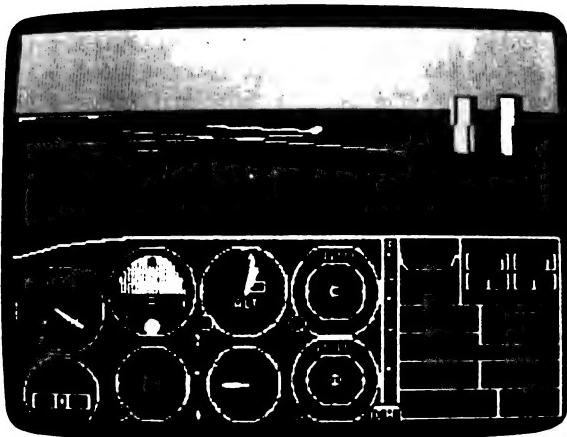
Watch for the bridge ahead of you. Oh yes , we are going to do what you think we are going to do!! In book one we flew through the girders, but now it is our runway, elevation 437 feet and bearing 167 exactly.( I suggest pausing here and saving the position {just in case of mishap.)

Make any and all corrections and land gently amidst the traffic and police sirens. Neat, hey ?

"I'll get out here. On take off, remember to keep low to miss the girders at the other end."

"Thanks, but I'll take a taxi."

Distributed by CBS Holt Saunders.

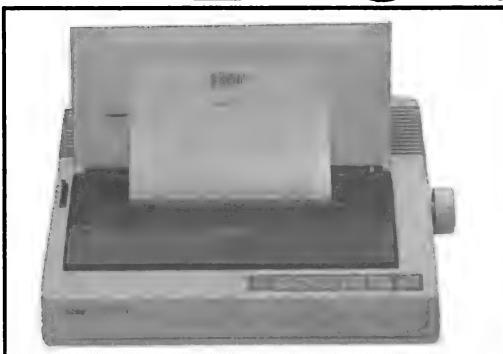


## Sunday Driver

North Position: 17226  
East Position: 21061  
Altitude: 440  
Pitch: 0  
Bank: 0  
Heading: 118  
Airspeed: 0  
Throttle: 0

Rudder: 32767  
Ailerons: 32767  
Flaps: 0  
Elevators: 32767  
Time: 8:12  
Season: 2—Spring  
Wind: 3 Kts, 150

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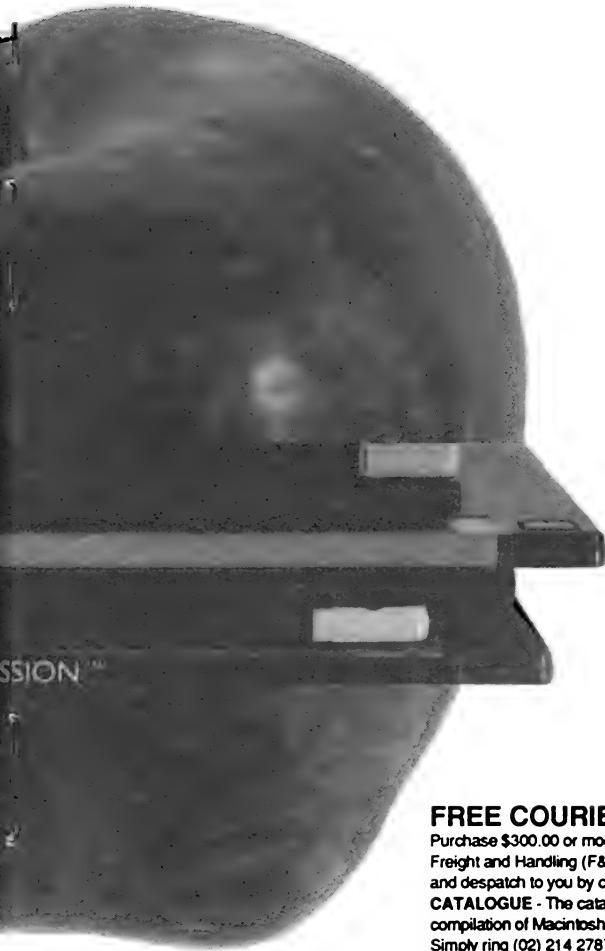
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# Haba Calc

by Gareth Powell

I use the Apple IIc for much of my work. It is easy for me to hammer in copy. It literally never goes wrong.

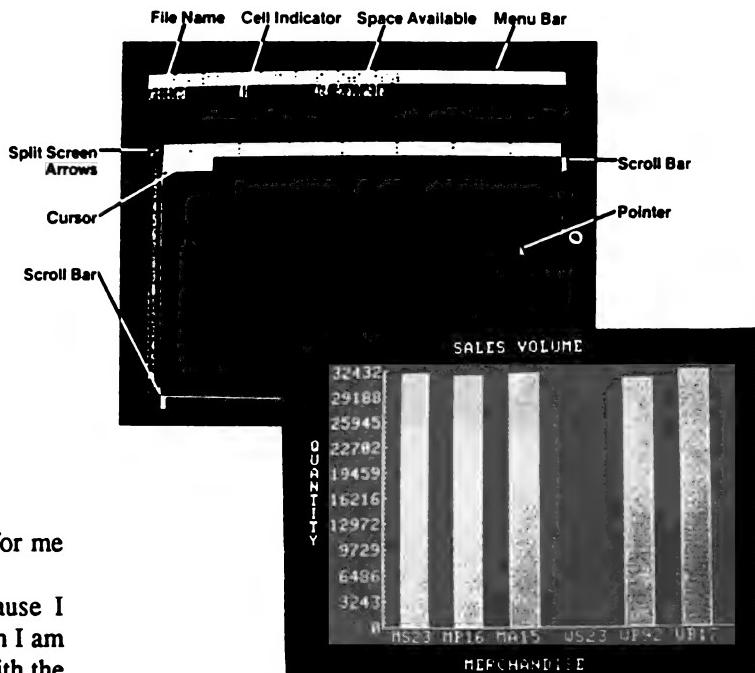
I've got a mouse attached to my IIc simply because I sometimes use it for a form of desktop publishing - when I am producing a newsletter. The only problem I ever have with the Apple IIc is with *AppleWorks*, simply because I haven't got a second disk drive and I find myself shuffling disks every time I use it. I am just about to invest a substantial amount of money in a new 3.5 inch disk drive which will give me a tablet K of space on each disk. This will solve all my problems.

Lately I have been involved in preparing lists of information on airline prices for the *Sydney Morning Herald* where I occasionally write about travel. To do this I needed a spreadsheet. And as luck would have it I received in the mail a copy of *HabaCalc*, a spreadsheet program for the Apple IIc, to review. It is your normal basic spreadsheet program which is a direct lineal descendant from *BusiCalc*. It has certain improvements which are worth mentioning.

First of all, it can change the width of each column specifically to suit your needs. This is a major plus. Not being able to was the biggest drawback I ever found with the original *BusiCalc*, and I actually thought it was a drawback that *AppleWorks* had. In fact you can do it with *Appleworks*. It was just that I never found it in the manual. Incidentally, neither did most other reviewers.

This is not a large size spreadsheet as it is designed to work within the normal memory of the Apple IIc. That means when your spreadsheet is empty you have about 46K to work with. If you don't really want to get too close to the limits or some of the calculations start not to work, it is best to keep about a 5K buffer at the end. If you need to go any larger than that you are probably using the wrong program.

The maximum size of the spreadsheet is 64 columns wide by 255 rows down. Not only is that more than can possibly be shown on the screen at once, it is also far more than you would be able to get using the amount of memory. However, the number of times anybody has to use a spreadsheet with more than 24 rows across and 100 rows down is minute. I never ever got to that size myself. If I did I would probably be using a specialised machine.



If you have ever used *BusiCalc* then using *HabaCalc* will be extremely easy. And it is even easier if you use the mouse. Instead of having to move around using either arrows or typing in cell numbers you can use the mouse to click on where you want to enter information. Speeds up the process to no end.

All of the standard calculation functions are included including one that returns the average of an indicated range of cells which I used trying to work out whether Australian air fares are grossly over priced. Out of interest they are not.

All this is good stuff and very basic. I had no problems using it and in fact I hardly looked at the manual once I had set it up. But the most important point about *HabaCalc* is that it will automatically give you from your spreadsheets some quite elegant graphs. You can have the graphs either in the basic column form or in pie-chart form. These graphs are constructed based on information which is in the spreadsheet. Which means that you can then get the information in the standard spreadsheet format or in the graph. For the sort of work I do which is basically getting information and presenting it in a usually readable form this makes it worth the price of admission alone.

Basically this is a very simple spreadsheet graph program which you can use within minutes of acquiring it. Especially if you have any experience with spreadsheets already.

Note that *HabaCalc* suggest in their book of instructions that this program will work with their own mouse. This indeed may well be true. However, it will also work with the standard Apple IIc mouse. I know. I've done it.

If, like me, you are an occasional user of spreadsheets and graphs this program will almost certainly fill all of your needs. It is not for the computer trade or the "power" users. But there are very few areas of financial calculation that could not be relatively easily handled within its scope. And it doesn't cost an arm and a leg and it doesn't take a month of Sundays to learn. I like it.

AUTHORISED

# APPLE SERVICE CENTRE

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# *Best of everything*

## *The Book Of*

# *Macintosh Software*

by Gareth Powell

There is a chap called Richard Healy residing in Bleak City - or Melbourne as it is more vulgarly known - who works for a company called Haba Systems. Apart from importing good software, the company has now started to import books and a most excellent array of books they are indeed.

One title which immediately appealed to me is *The Book of Macintosh Software*, which is 550 large pages of packed information about programs for your favourite computer.

The basis on which this book has been constructed is laid out in their criteria, which I think is so important we have listed it here.

**OVERALL RATING** - How the program stacks up against its competition, based on all of its features and its other grades.

**EASE OF USE** - A measurement of the program's "user-friendliness". Takes into consideration how long it takes to learn the program, whether the commands are logically arranged, and whether functions that should be simple are overly complex.

**DOCUMENTATION** - An overall grade for the program's supporting text. The grade is based on clarity, completeness, physical presentation, and so on.

**RELIABILITY** - The program works as it should and doesn't hang inexplicably, destroy data unasked, or flash obscure error messages.

**ERROR HANDLING** - Whether the program deals well with your mistakes. It should tell you what you've done wrong, not freeze or dump you back to the desktop.

**VALUE FOR MONEY** - Based on its own features and the standards set by

the market place, a judgement of whether the program is a bargain or overpriced.

**GRAPHICS** - Whether they're clear, artistically done, and make the best of the Mac's high resolution screen, or it might as well be displayed on a portable TV.

**DIFFICULTY** - How much effort it takes the average player to win the game.

**VOCABULARY** - Adventure games should understand simple sentences, a variety of synonyms, an a wide range of verbs.

**SAVE/RESTORE** - The number of saved game positions you can store on one disk at a time. The symbol (infinity) means the number depends on the complexity of the game, but is generally quite high.

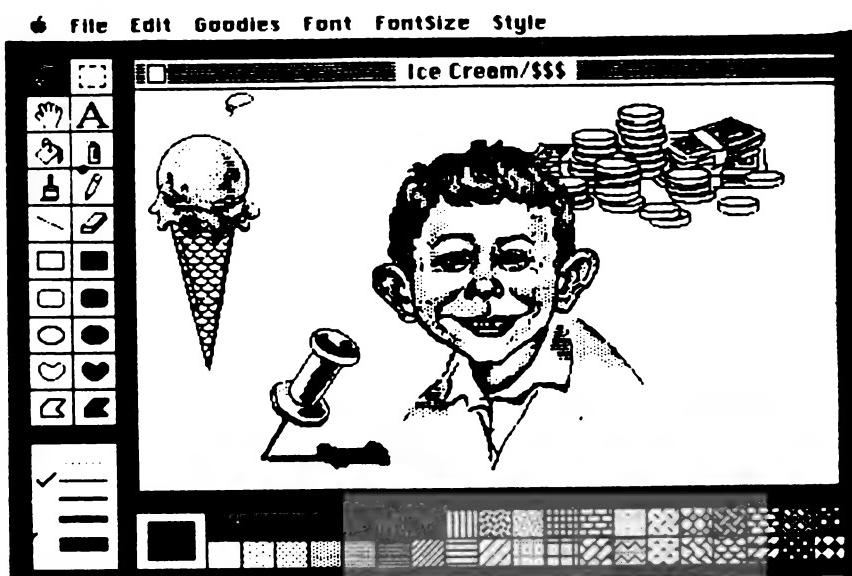
**EDUCATIONAL VALUE** - How well the program fits into a curriculum or supplements a course of study. Whether it effectively covers the intended subject, and whether what it teaches is best taught by a computer. One to five scale; five is best.

**MACUSE** - How well the program takes advantage of the Macintosh's unique features. Should have good graphics, use windows, and give you access to the desktop accessories. One to five scale; five is best.

Are there any problems?

In fact, very few. There are two that I can think of. A major one and a minor one.

The major one first. They have given ratings for all the programs from A to F. A is for fantastic and F is for fail. Which is all very good. But unfortunately nowhere in the book was I able to find a



## BOOK REVIEW

program which had any aspect of it listed as D leave alone E or even more dreadfully F.

This is silly. There are many programs I would give an F to in almost every aspect as soon as I picked them up. What I think has happened is that the reviewers have only chosen programs that they considered worth reviewing and worth buying. Which means that those programs which are a dreadful warning on how to do it never get a mention.

It is not a major problem but, in a sense, it would be very useful if people were let know what programs are out there which really should never be bought.

The other problem is a very minor one. I don't agree with all the reviews. For example they have rated *Pagemaker* infinitely higher than *Ready Set Go 2.1*.

I've never met any serious professionals who use this program who would not automatically reverse that rating. For desktop publishing *Ready Set Go* leaves *Pagemaker* for dead. But that is the subjective view and all reviews will eventually be subjective.

This is the best book on Macintosh software that currently exists. Young Richard Healy should be given a large pat on the back for importing it into Australia. If you can't get it at your local bookstore call him on (03) 529 2551 and give him hell. If he is bringing this book in he should be able to get a copy to you.

An advertisement for the Macintizer digitiser. It features a photograph of a Macintosh Plus computer system with the Macintizer digitiser attached below it. The digitiser has a stylus and a circular drawing area where a cartoon cat is shown. The text reads:

ANYTHING A MOUSE CAN DO  
THE MACINTIZER RUNS RINGS  
AROUND IT.

MACINTIZER is designed for all Macintosh owners who wish to trace, draw or sketch – naturally with a pencil-like stylus. The digitiser uses only the original mouse port, and runs on your 'Mac' without the need for any special software. Your mouse can be used as well through another port on the Macintizer. The GTCO Macintizer doesn't 'skip', get clogged with dust, and can be used to TRACE original hard copy drawings into the 'Mac' quickly and naturally.

Available from TCG and leading Apple dealers.

30 Balfour St, Chippendale,  
NSW 2008 (02) 699 8300,  
(03) 646 5411, (07) 371 9677,  
(09) 350 5657

**TCG** The ImageMakers

# New Macintosh Plus. We've added



This year Apple introduces a new Macintosh.

## Macintosh Plus.

As the name suggests, it's evolutionary, rather than revolutionary

(It's not our policy to bring out totally new computers for the sake of it. Instead we strive to perfect existing ones.)

Macintosh Plus is as simple to learn and use as before.

But there are some big differences, encouraged, we don't mind admitting, by current Macintosh owners.

Some of you asked for more power, others speed. Some needed greater storage capacity, others expandability.

Some heavy number-crunchers wanted a numeric keypad and conventional cursor keys built into the keyboard rather than remote.

Done. Done. And done.

The pluses of this new Macintosh include a full megabyte of RAM (expandable to four megabytes).

Which means you can run the most sophisticated software without running out of memory. And manage larger spreadsheets, documents and databases.

We also doubled the ROM to 128K, doubling the speed of accessing most of your application programs and data files, through the new Hierarchical File System and RAM-caching support.

The Plus also contains a built-in, double-sided, 800K disk drive.

This provides

twice the capacity of the previous Macintosh and the equivalent of 400 typed pages, or a bulging file drawer.



If that's still not enough, you can always plug in another 800K external drive.



Or you can really go all out and add our new Hard Disk 20.

(Its 20 megabytes are about 10,000 pages worth.)

Just plug in a Macintosh Hard Disk 20 and you can keep all your software, files, worksheets and

documents within a moment's notice of your screen.

Add the Apple program Switcher, and you can actually work with several applications at once, moving information from one into another with the greatest of ease.

So you can transfer notes from an outline to a report - or numbers from a data file to a spreadsheet - as fast as you can click your mouse.

### AppleCare.

All Apple products come with an automatic 3-month warranty covering all parts and labour.

But this year, Apple introduced a sort of "Warranty Plus" through the AppleCare service programme.

If you fill out and mail to us the registration form enclosed with your equipment, you will receive nine extra months' cover on top of the normal three.

Macintosh Plus also features a new SCSI connection port (dubbed "Scuzzy" in typical fashion by the development team).

SCSI stands for Small Computer Systems Interface and it's an industry standard.

We've virtually opened up the architecture. But what we've really done, of course, is open up a whole new world of possibilities.

The Scuzzy port lets you daisy-chain up to seven high-performance (and often low-priced) peripherals like hard disks, file servers and tape backups from all sorts of third parties.

Given all this power, it made sense to team it with equally impressive printers.

The new LaserWriter Plus is just such, producing documents with text and graphics of publishing quality.

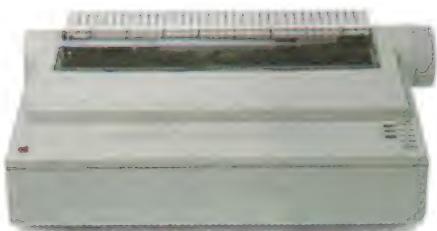
# everything except complications.

And it maintains this fidelity on copy paper, letterhead, labels, envelopes or overhead transparencies.



LaserWriter Plus has 35 different typefaces built in, a choice that would embarrass your local printer (and his invoices).

But if you don't need publication-quality printing, you can have near letter-quality by teaming up your Macintosh with the ImageWriter II.



It prints in three different modes: high-quality, standard and draft. And churns it out at speeds of up to 2½ pages per minute.

You can feed in single sheets automatically with the optional SheetFeeder.

And print up to seven colours using appropriate software.

ImageWriter II can also be shared with other Macintosh users via AppleTalk.

But this Macintosh isn't called Plus for nothing. You can just add and add.

Items like an AppleTalk Personal Network.

It's the most flexible, low-cost, easy-to-set-up, easy-to-use network around.

It'll connect up an office full of Macintoshes, LaserWriters, ImageWriters and file and disk servers - 32 devices in all.

Using an electronic mail package, you can send messages to any Macintosh screen on the network.



Or with EtherMac software you can share information with other computers. (Our computer is so friendly it'll even talk to IBMs.)



Add an Apple Modem 1200 to your Macintosh and you can talk to anyone virtually anywhere.

With a communications program like MacTerminal, a standard telephone and an Apple

modem, your Macintosh can plug into electronic information services like Viatel, Minerva and Midas and communicate with mainframes and minicomputers.

If you already own a Macintosh, there's another plus.

You can upgrade your machine to the new one megabyte. Ask your dealer for upgrade details.

You can also upgrade your LaserWriter to become a LaserWriter Plus.

Get hands-on with the new Macintosh Plus.

You should like it.

You helped design it.



*The Apple business card.*

*If you wish to own a Macintosh system, you can take advantage of the Apple Credit Card, available from participating dealers.*

*You can use it to purchase computers, peripheral equipment and software with no down-payment and less impact on your cash flow.*

*If you qualify, in most cases you can take your own Macintosh with you and dive straight into work with it the same day.*

For an authorised Apple dealer near you outside Sydney, you call toll-free (008) 22 1555 or Sydney 908 9088.

AP 219/Palace



# Apple

## *A Nightmare Comes True!!*



- a feeling of having experienced the situation before

by J. Mark Hunter

The way I felt when I just lost a whole file into the computer.

And it happens all the time, you think I'd learn. But with each new girlfriend I keep on getting brokenhearted. And then, I get this... "I'm sorry, sir, but your credit has been denied."

Yep, next time I'm hitching Europe my backpack stays with me when I get out of the car. The last two times were ridiculous.

A curious wonderment of the mind is this *Deja Vu*. Inexplicable, untamed.

"This house, I know I've been here before, I can feel it."

"You said it was your grandmother's house?!"

"Oh, yeah. That's right."

But it's weird. I - how can I say this?...saw this girl in the lobby of a hotel. I was checking in and she came up beside me as I waited for my key and asked if there was any mail for room 1504. Oh, she was beautiful, man. I was devastated in this powerful awe. Black hair with the sheen of a puma, and a face they carve idols from.

And as it looked at her my heart surged in a crescendo of quickened beats, eyes beholding an incredulous mirage. It had to be a fabled image for how else could a woman I had seen abducted by an Algerian band of white slavers four years ago, be standing here beside me in the lobby of this Boston hotel??!

"Beth?" I barely managed to whisper. "Is that you?"

She turned and saturated me in a hazy mellow glow of azure blue eyes, and smiled. "Sorry, is it the face you got wrong, or the name?"

I collapsed against the reception desk, flooded in appalling grief and misery. How could someone look so



uncannily familiar, and tragically replay such vivid memories of that horrid night when she was taken and be here next to me and deny my sanity and hopeless aching heart?

And then, before I could even talk to her, and even fantasize a miraculous materialization of the one I'd loved ... she was gone ... swooshed away to a waiting limo.

Several minutes had passed, and I regained a little lost composure. Dabbing at my brow with the tips of my fingers I turned my ashen face to the bellhop watching me perplexedly and finally managed to stammer, "Who was that woman?"

"You don't know?" he shrugged, "That's the new queen of Algeria."

... Hey, it really happened.

Mandscape Inc. And note that "Inc." does not mean "Incorporated." Well, it does, sorta, but in the U.S. when you register a company you either go by "Incorporated" or "Inc", 'cos of something to do with trademark laws. So when the receptionist in the lobby of Mandscape Inc. in Northbrook, Illinois answers the phone, she says it like "ink", and, ah - she says it well.

Actually, Icom Simulations created the game "*Deja Vu*", Mindscape just markets it, puts it in boxes. And they're an "inc." too - simulated inc - like a pen that doesn't work.

In my last paragraph I'll talk about the game.

Let's move on to Casper Weinberger now. At a session of the ... sorry, no we won't, we'll get into the game now.

Apart from being a compelling game of intrigue and dark corners, *Deja Vu* is more like a fun instruction book into learning all about your *MacWrite*. Step by step we are taken through the procedures of the game and getting it harmonious with the computer, from loading it, to mousing it, to clicking twice and why that's done these days.

The first bold type subheading on page one of the manual reads: "well, just ta get ya started". Then continues, "The first thing you gotta do is stick that little plastic thing labeled *Deja Vu* One in the little hole on the fronta your Mac. Then turn it on. Go ahead, I'll wait."

The whole manual is like that. I found myself, instead of skipping ahead and just scanning the copious verbage until I came to something pertinent, wanting to read with interest the next amusing sentences.

"Now, ya probably ain't never seen nothin' like this before, so listen up...I'm only going to go through this once.

"Most adventure games want ya to talk to them real nice and then maybe they'll tell ya what ya need to do. Well, in this game you don't talk nice - ya just do what needs to be done."

Gotcha buddy, I'm listening with open keyboard.

The scenario.

Well, let the trenchcoated narrator spell it out for you as he does on page 8 of the manual.

"Baby, you are in it but deep! You're sitting in some dive. There's a stiff upstairs. Somebody's out to get ya - and I don't mean just the cops! I don't know if you iced the guy, or if ya did, why, but I do know one thing: you ain't got long to get clear. I know you. You're tough,

# Multiscribe

## Creative Writing for Your Apple IIc/IIe



If you're afraid of mice, don't worry.

With MultiScribe, you have the option of using a standard keyboard or a mouse. Use your mouse to pick and click commands from the pull-down menus... or use the arrow keys for "keyboard mouse" action. Each MultiScribe option has a keyboard equivalent displayed right on the menu, giving you the best of both worlds.

Don't upgrade your old computer, just your old files.

MultiScribe works with any IIc or IIe equipped with extended 80 column card and most dot-matrix printers, including Imagewriter, Epson, and Okidata. You can even use MultiScribe to customise files created by other word processing programs.

Best of all, the price.

MultiScribe is available for only \$119.90, from Techflow Pty Ltd.

*Stop Press good news* - MultiScribe now is supplied non-copy-protected.



You supply the imagination.  
MultiScribe does the rest.

There are no complicated commands to learn. Easy to use pull-down menus provide you with a wide range of type styles, character sizes and text formatting options. You can choose the typeface that's right for your text - or create your own custom fonts with MultiScribe's font editor. And MultiScribe gives your writing style - any style, from bold and underline to italic, outline and shadow - just like MacWrite.

\$4 post/pack on each order.

Software Licensed by the Australian Distributor,  
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Dealer enquiries are welcome

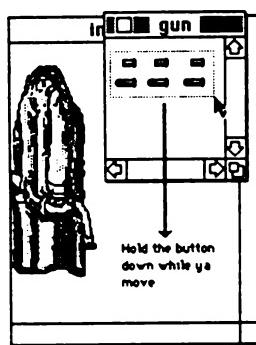
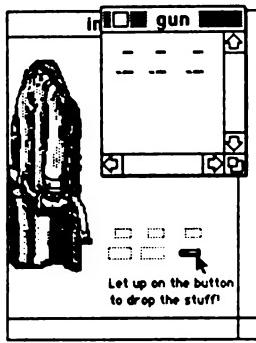
## GAME REVIEW

street-smart, and quick thinkin'. Well - two outta three...

"Remember - there's no love lost with the cops, or the mob either. Don't take no chances. You hear a siren, you better run unless ya know you're in the clear. Good luck, kid, you're gonna need it to get offa this hook."

And you're in the game. Actually you're in the john because that's where the game starts off - the stall in the men's washroom of some sleazy downtown bar. First frame is the first aim of the game, to get out of the place that has locked up for the night and no way to get outside. The windows are locked, the doors are locked and not even shooting them with your revolver has any effect. There are a number of doors you can take but we're talking cul-de-sacs here, and you find yourself turning around and doing it all again.

The movement is controlled by the "mousie" and you make your selection of commands from the list at the top of the screen: examine, open, close, speak, operate, go, hit,



consume. Every move you make is covered with either a negative or positive monologue reward.

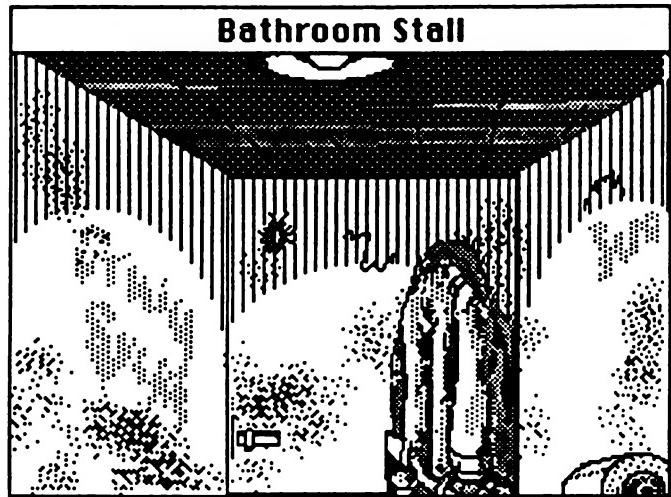
For instance, passing the bar you pass a lone shot glass atop. Examine: a glass of rye. Consume: in your condition that wouldn't be wise.

Try to smash the window with a physical hit and the smug message appears: "a little hostile, aren't you?"

The object then is to get out of this *deja vu*, this rich man's amnesia and find out who you are, where you are and what you've done.

Is it *deja vu*, or is it just a glorified hangover? Reminiscent of Norman Mailer's "Tough Guys Don't Dance." Waking up with a body in your living room and your head in your hands. Something's happened and you don't remember a thing. How did you get here? How did you get into this game?

"I don't know. I was just standing there in this computer store staring at the games...and...and that's the last thing I remember."



"Do you remember anything else at all? Anything? Was there anyone else there? Come on, son, this is very important."

"Wait a minute. Yes, there was something...yes, a magazine."

"A magazine?"

"Ya, *The Australian Apple Review*."

"What about it?"

"This guy - J. Mark Hunter - he told me about it, got me interested, and that's when I blacked out."

The music intensifies, and we're talking a commercial break. Yes, deodorant soap and you're left pondering the mysteries of the moment.

*It's deja vu.*

Sound is minimal. You hear sirens, the flush of a toilet, but no music. You get that with the soap. Graphics are not "Captain EO" (for the uninformed that's Michael Jackson's new 32 million Australian dollar video) but then, you don't pay much and it's dollar value.

The graphics are reasonably good.

It's best features - to those that want to hang the disk on their wall above the fireplace - are the narrative manual and the guided tour through this corridor of moralless smog.

Yes, it's a rough world there in the Chicago bars and getting out of them is even rougher.

As for the game itself, well, it's a form of *deja vu*. I've experienced the situation before, it's nothing new - just another angle to getting Alice out of Wonderland. But, then, it's fun being in, right.

And, finally, the prize.

Our friend asks, "What more could you want? If you play it right, you survive. But if that's not enough, keep your nose clean and turn the tables on the rats, and who knows? Ya just might get yourself one of them awards or somethin'."

Hmmm. And if it's a pleasurable experience - you just may want to experience it again.

# The Book of APPLE SOFTWARE

by Gene Stephan

*There is only one, lone, solitary book up for review this month, but fortunately it is quite large. And, the book is on a topic which is a joy to write about - Apple software.*

## LEARN CONVERSATIONAL

FRENCH  
ITALIAN  
GERMAN  
SPANISH

Basic grammar and 400 words in around 12 hours.

Computer disk and audio tape.

The LINKWORD LANGUAGE SYSTEM for IBM and APPLE II computers is available from:

GODFREY DEANE  
53 Rea Street  
Shepparton Vic 3630

'phone (058) 21 7325 for brochure or to purchase, mail your cheque for \$72.  
Dealer enquiries welcome.

Title : *The Book of Apple Software (6th Edition)*

Author: Jeffrey Stanton, Mia McCroskey and Michael Mellin

Publisher: Arrays Inc

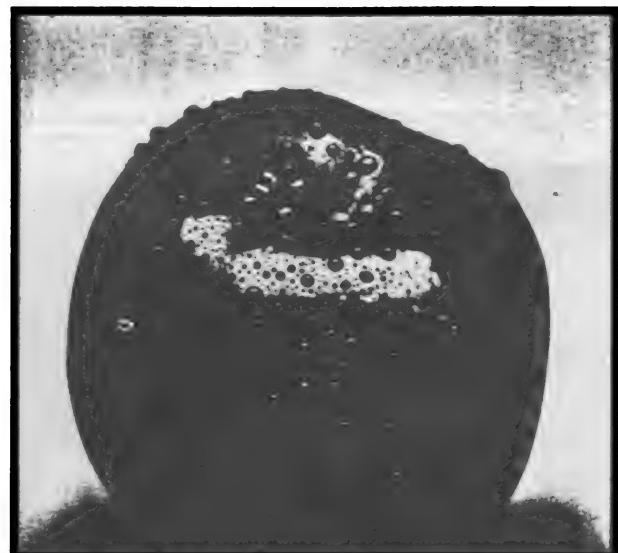
Size : 21cm by 27.5cm by about 670 pages.

This is a great book for masochists. Written probably for philanthropic reasons - so you won't waste precious cash on junk software, such books always turn into lists of software you would dearly love to have gracing your software shelves but unfortunately have yet to win the lottery.

The Book of Apple Software is no exception with over 900 packages reviewed with an average two thirds of a page spent on each.

This sixth edition - why does it take so long for books to reach us from the US? - has seen some updates from the previous issues and some of the older programs have given way to the new. This may or may not be a good thing, as it could mean the authors will sell a few more copies. However, if we believe that software is evolving, then the most

*continued on page 38*





*Lotus Jazz*. Integrated word processing, business graphics, database management, data communications and worksheet.



*Microsoft Chart*. 42 different charts and graphs for presentations, sales reports and transparencies.



*MacBusiness*. Gain overall financial control of your small business with this integrated, intuitive accounting program.



*OMNIS* by *Blyth Software*. Single or multi-user data base manager featuring multiple file management and user definable menus.



*PFS:file*. Store and retrieve mailing lists, client records, collections, schedules and inventories.



*MacProject*. Create complex "critical path" flow charts for production schedules, timelines and managing projects.



*ThinkTank 512*. An idea processor to organise projects, manage details, outline ideas and support decisions.



*Microsoft Multiplan*. Electronic spreadsheet for budget forecasting, business planning and "what if" analysis.



*PageMaker* by *Adde*. Design newsletters, brochures, training manuals, presentations and more.



*Microsoft Word*. Full feature word processor for memos, personalised form letters, reports or any professional document.



*Filevision*. Visualise market trends, organise and track sales and present data in pictures.



*MacVideotex*. Access stock market, home banking, travel and other information via Telecom's Viatel videotex service.

# WORKAHOLICS REJOICE. NOW YOU CAN DO EVERYBODY'S JOB.

There are now more than 550 software programs available for the Macintosh computer.

Many of them wholly and solely devoted to making your working life more productive.

And there are hundreds more in the pipeline.

There are word processing programs with different typestyles and sizes that make reports and memos more memorable.

(Particularly when they're printed on our new LaserWriter printer, which produces publication-quality text and graphics.)

Data management programs that incorporate graphics to make your data even more manageable.

Spreadsheets that help you forecast, budget and analyse. Without sending you to an analyst.

Business graphics programs that turn rows and rows of numbers nobody understands into charts and graphics everybody understands.

Data communications programs that put a world of information – like stock quotes, yesterday's sales and today's business news – right at your fingertip.

Along with programs that no other office computer system can touch.

Like Microsoft Word, Living Videotext's ThinkTank 512, Omnis 3 by Blyth Software and the just-released Jazz from Lotus.

And our own MacProject, which creates sophisticated "critical path" charts that threaten to put common status reports on the endangered species list.

But more impressive than the sheer number of programs for the Macintosh is the sheer ease with which you can use them.

Thanks to Macintosh's windows, icons, pull-down menus and mouse technology, every Macintosh program works the same way. Learn one, and you've learned them all.

Which means not only will you have more time to do your job, but everyone else's job too.

(We said we'd make you more productive, we never said more popular.)



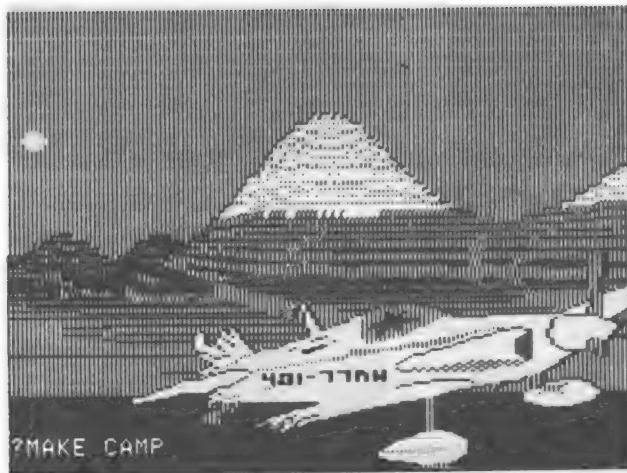
## BOOK REVIEW

up-to-date (at publication 1985) should be there between the covers. In any case, the tried and true are still there, and I found the section which had changed the most was 'Entertainment', probably reinforcing something about the sophistication of games.

The book is divided into a number of sections, with each section being further subdivided into subsections. For example looking at Productivity, a section is 'Databases' and this is divided into:

\* Introduction - this looks at some of the criteria applicable to databases, some of the hardware considerations and what a prospective buyer should be looking for in a program to suit a particular need.

\*Databases Chart - I have given this as one of the examples. Such charts are excellent for quick reference, particularly as if the 'grades' are covered, the user can compare on purely physical criteria without allowing a reviewer's emotions to get in the way. A clear example of this is the



doggedness with which CP/M applications are avoided, when now they offer at least some application 'compatibility' with the 16 bit machines.

\*Databases Reviews - the opinions

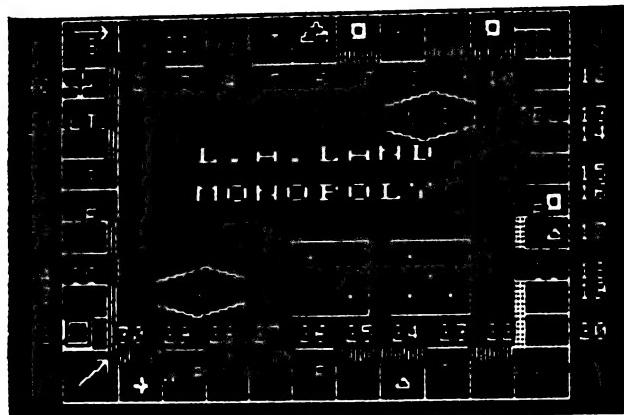
\*File Managers Chart - having made the distinction between a database and an electronic card-file, apples are being compared to apples.

\*File Managers Reviews - more opinions

\*Database Management Utilities - it has been said that behind every great program there is an even greater set of utilities and this selection looks at these.

While no such book can look at every program available in every area, The Book of Apple software comes about the closest, I was very impressed with the educational section which has grown to over 200 pages.

Another way of using such a book - particularly in an educational context is as a source of ideas for projects or class work. In this way, the book is good value for schools. At this



point one criticism - it is a US book so don't think just because it's been reviewed it can be easily bought, a sad fact of life is that, particularly with educational software, the bulk is probably unavailable locally and the local product won't rate a mention.

While in a negative mood, a second criticism on time and publication. This happens to be a 1986, and fairly well on into 1986 for that matter. Yet, the date in the book clearly states 1985, and most of the programs would have been looked at earlier. A book such as this should be either updated with loose sheets or brought out more regularly. For example, Sargon II is reviewed but Sargon III I guess just wasn't around in time, though it's mentioned in one of the other reviews.

No one expects all-encompassing works-but books are dated the moment they are brought out into general circulation and some simple update could be arranged-and could even make the authors more money.

This edition also has a decrease in the number of screens reproduced from the Apple. The illustrations are reserved mainly for the Entertainment and Graphics sections of the book. Evidently the publishers thought it is better to have hi-res pictures rather than ones which show boring input screens or the page layouts from wordprocessing packages.

My personal feeling is that ALL software reviews should show representative screens wherever possible. Sometimes these are not easy to obtain because of copy protection schemes, however with the hardware aids around today, most programs will surrender at least a screen or two.

Is the book worth buying? For all the criticism, I would say yes. The book gives an excellent place for someone looking for software to start. The reviews are accompanied with minimal system requirements, whether the disks are copy protected or not (I believe copy protection is an insult to the majority of users and recommend schools not purchase copy protected software unless a simple AND inexpensive backup procedure exists due to the more rigorous environment), and, from the programs I have used/seen, the reviews and comments are reasonable, I did not agree with all of them, but then reviews do have a high component of personal taste.

# Educating the Apple

by Lynne Ryder

The two programs I will be looking at this month both come from DML and are distributed locally by Dataflow. My experience with Dataflow has been that it provides some of the best educational software locally for the Apple - although I have commented many times in the past (and will probably comment many times in the future) that I feel its backup option to be a trifle rich. After all, if you purchase an original program, it is your right to have a backup, and not a \$18 privilege.

Still, I do not want to sidetrack from the software, because the two for review were (so I thought) from DML and I have yet to come across one program from that software house which I haven't liked.

The two programs were *Fraction Fuel-Up* and *The Writing Adventure*. I sat down with them after a difficult day, and chose *Fraction Fuel-Up* as some joystick action appeared to be called for. The joystick was wrested away from its current user and this mind prepared itself to launch a thousand ships - with the help of Andro the robot.

That was the theory according to the manual and my disposition. The fact was somewhat different.

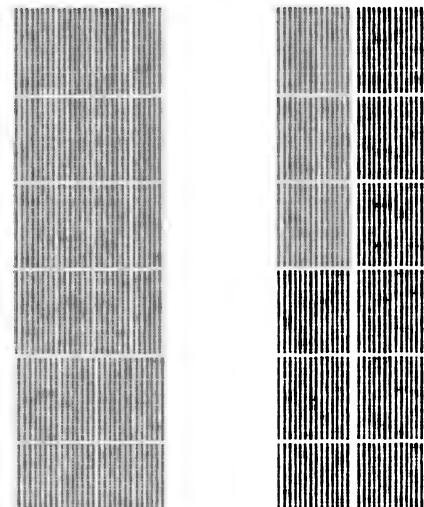
Booting the disk brought up the title page FRACTION FACTORY' distributed by Springboard. A check of the manual and the box re-affirmed that it was *Fraction Fuel-Up* which should have been on the screen. The first disappointment was soon to be followed by several more.

First, the main positive feature of the program - it is possible for a student to work this without a manual. There may be some hidden intricacies, but using the Eduware techniques (arrows) plus a selection of other keys did not divulge any teacher or setup areas. Note therefore that the observations made in this review are not reinforced with reference to a manual.

The program is divided into 4 major sections : equivalent fractions; fractions and sets; fractions of a whole number, and the addition of fractions. The program appears to have no way of keeping score or of monitoring any difficulties in these areas.

The format is the same in each section - the pupil is given a set of ten questions. If the correct response is given then a score chart is filled in by a variety of methods. This is probably the creative/reward component to the program. Unfortunately, it is time consuming and had a nine year old on the verge of sleep by the time the exercise had been completed. It is one thing to have a

with  
*Fraction  
Fuel-Up*  
and  
*The Writing  
Adventure*



$$\frac{4}{6} = \frac{?}{12}$$

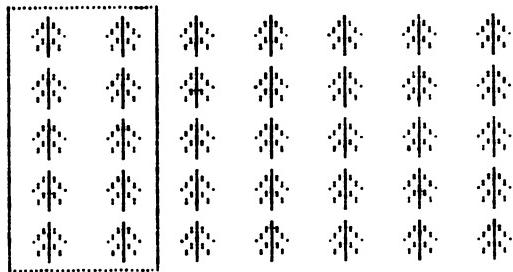
game dangled at the end of a period of work and quite another to have that work period interrupted by little people or faces coming out and building pyramids or climbing steps to the accompaniment of the Apple speaker.

On completion of the ten exercises, the pupil has a very simple choice - do it again or quit. Most will probably choose the latter alternative.

These remarks have been made for a situation where a child would be working alone - targeting 10 or 11 year olds. In another situation, the program would have far more merit. As a teaching activity led either with a parent or a teacher and aimed at a younger, brighter child - say a bright six or seven year old, the program does work. It becomes an electronic blackboard with some frills.

multiply  
by [ ]  
fifths

What is  $\frac{1}{5}$  of 5?



What fraction of the trees are in the box?

I have included a sample screen from each of the areas and will now look at them in a little more detail.

**EQUIVALENT FRACTIONS** - This area is covered by graphical representation of a fraction, for example  $\frac{1}{2} = ?/12$ . The shapes are a repetitive rectangle and the user is required on the basis of this screen to input the correct answer for the question mark. Does the program teach? in three of the four activities - no. Two tries and then the correct answer with the teacher not knowing of the errors unless watching.

**FRACTIONS AND SETS** - Here, a box is drawn around a number of items in a set. This is a good activity in that it is the correct way to begin with fractions. However, again my comment would be that if this is to be used for drill, then keeping scores is essential. At this level of understanding teacher knowledge of problems is critical.

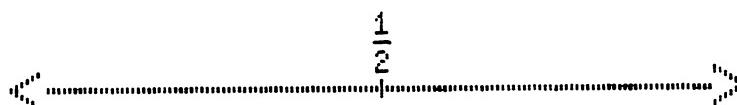
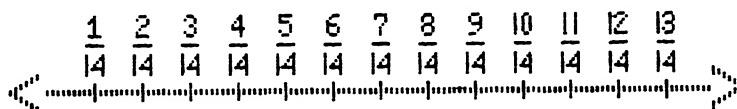
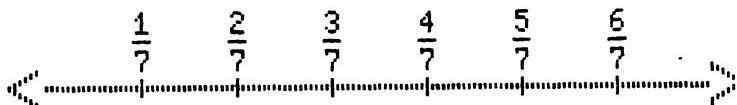
**FRACTIONS OF A NUMBER** - The concept being practised here is 'of', with different numbers of shapes being boxed to show for example -'what is a half of four?' My criticism here is that the program actually does the computation which should have been the pupil's. The difficulty is not in counting how many shapes are boxed but rather in understanding what a 'half really is? How many times the child would need to go through the exercise to make that link, or develop the necessary concepts is really anyone's guess.

**ADDING FRACTIONS** - This also takes into account subtraction of fractions and uses the number line to help to get the LCD. As some of the fractions being added or subtracted are on the large size, for example fourteenths, the number line can look slightly clogged with numbers and it can become quite difficult to see the relationship of equal parts. However, this section is well treated in terms of giving practice with some tutoring (even if minimal) if incorrect answers are given.

On the whole, I found Fraction Factory disappointing. It may have been that I was ready for Fraction Fuel-Up, but re-evaluating several days later I still came up with the same conclusions. The worst two features I found were the lack of score keeping and the lack of explanation for incorrect answers. The best feature was that Fraction Factory is very easy to use, and, if used in a one-to-one with a teacher or parent can give some valuable practice.

My final advice to any potential purchasers - make sure you get the right program, as from the manual, the DML *Fraction Fuel-Up* looks far, far, better.

multiply  
by  
fifths



$$\frac{3}{7} + \frac{1}{2} = ?$$

What is  $\frac{1}{5}$  of 5 ?

### The Writing Adventure

The second package *The Writing Adventure* actually came with the right disks and the right manual.

Some programs can only be described as excellent in their concept, yet for some reason or another just don't quite make it. It may be an inflexible mode of communicating with the user, it may be the lack of graphics where graphics are screamed for, it may be a poor choice of vocabulary or an Americanization that makes one look at the screen with sorrow. Undoubtedly the most tragic reason for the shake of the head is when the copy protection scheme interferes with the running (and hence the modifying) of a program.

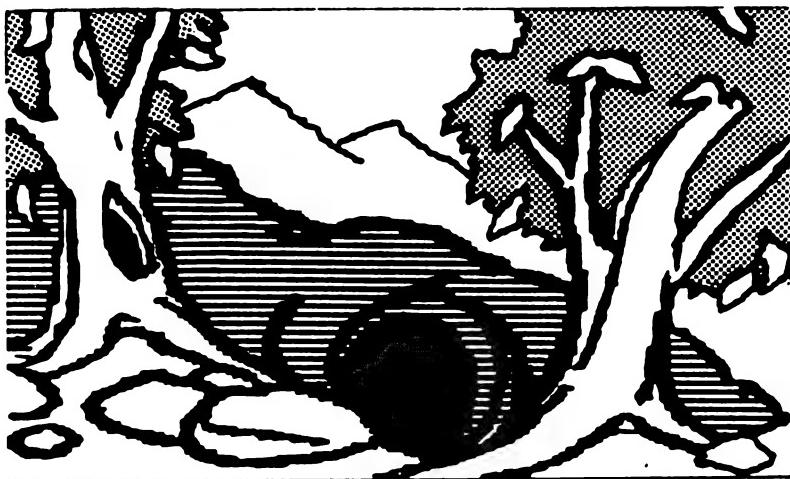
DML's *The Writing Adventure* is good software which should have been great. The concepts are excellent, the screens are very good, the menus are friendly, and yet there is that rigidity which does not allow

### The Writing Adventure

#### STORY STARTER INSTRUCTIONS

1. Each adventure consists of a series of scenes. Observe each scene and read the information presented.
2. Write your story ideas for each scene on the notecards provided.
3. In some scenes you can 'pick up' objects that may be useful in the adventure.

PRESS SPACE BAR



You discover an entrance to a cave.  
You enter the cave hoping to find  
adventure and excitement.

you to make some simple additions which would benefit the students no end.

First a look at the software. *The Writing Adventure* comes as two disks and a 30 plus page manual. It comes with excellent graphics created with Penguin's *Graphics Magician* and allows the teacher/parent/pupil to set a number of initial parameters on how the system will default. In terms of the 'notecards' this also has a bearing on the level of difficulty in moving from screen to screen (if done correctly).

The manual states that the program will allow students to apply and practice the following skills :

- \* Observing details
- \* Note-taking
- \* Problem solving
- \* Drafting a story
- \* Editing a story
- \* Completing a story

and, from my try of the software, enhancing such skills is well within the realm of this program.

The software works by guiding the user through a set of scenes about which notes have to be made. As with any adventure, the movement of the character is controlled by the player and objects may be collected (up to a maximum of three), used or dropped, and more information about locations can be extracted from the computer (sometimes).

Through writing up a set of notes about each scene, the user goes through to the end of the journey. Incidentally, the scenes are generated differently for each player so no two stories need be alike.

In order to complete the adventure, a story has to be written from the notecards. The program provides a text processor and help all the way so there is not too much the child need know - except not to become over-awed and panic when using the computer.

So, the idea is great. All adventure games rely upon a great deal of input from the players. That is probably why the Infocom series had had such a high degree of popularity, particularly in places such as Pure Math and Computer Science departments of universities and Techs. Even computer people need a creative outlet coupled with problem solving and role play on a computer - here with a screen painted in colour - is a worthy challenge. My experience with this software is that the challenge is also there for the kids.

There are some reservations however - those little things which could have been avoided. For example, when the story has been completed by the child, the computer can check for 'style'. I have included an example of one such screen finding the word 'is'. The problem is that the example does not change each time a 'to be' is found. Style should have been a disk to itself, and as many examples as could be crammed onto the tracks

**PROOFING**  
There **IS** a long, long tunnel weaving its way into the distance, barely discernable by the light of my old

### STYLE

**IS/ARE/WAS/WERE** - "Be verbs" are weak verbs even when used as helpers with action verbs. Can you think of a more descriptive verb to use than "was"?

### EXAMPLE

**Weak:** I was going through the haunted house in total darkness.

**More Descriptive:** I scurried through the haunted house in total darkness.

ESC TO ENTER TEXT

SPRITE BAR TO CONTINUE SEARCH

would have enhanced the product no end.

The next problem appears to be one concerned with copy protection. Each child needs to have a separate disk for their adventure. If the program is being used at home then there probably won't be too many problems allocating three or four disks (the software actually appeals to older children, and not just the nine plus group referred to in the manual). However, in a class of twenty to thirty, that number of disks is a sizable investment.

And, when more than one disk is being used I have found it preferable to use two drives and modify the software to look at drive two for some files and drive one for others. Age does not have any relevance on this point - if disks are regularly switched, the chance they'll be blown increases dramatically. It is far better to leave them in the drives while the programs are being worked with and a high proportion of schools (and homes) have Apples with dual drives. A non-copy protected program would have allowed some extra flexibility.

As, it would also have allowed someone with the *Graphics Magician* to add to the scenes and thereby create an open-ended application.

My overall impression of the software was that it did not dent my expectations. DML software is good and *The Writing Adventure* is a program I would recommend for schools or for the home. It does suffer from some inflexibility, but the help is always there, the ideas are sound, and it does give some very positive usage of the computer.



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# Apple Assembler

## Part 5

by Craig Kirkwood

This month we present some methods by which we can manipulate the flags of the status register using the stack and the Clear/Set instructions.

In previous issues we discussed the conditional branch instructions as a means of directing program flow. There are several instructions which are used in conjunction with these. You may recall that the branch instructions depend on the status register (also called the "P" or Processor Register) to make a decision. Let's look at an example before we proceed.

1	START	LDA	VALUE	;Place contents of "value" in accum.			
2		BEQ	SUB	;Branch to "SUB" if the "z" (zero) is			
3				; set. i.e. if the data stored at			
4				; location "VALUE" was zero.			
5		BRK		;finish there. .			
6	SUB	ADC	VALUE	;add "VALUE" to the accumulator			
7		STA	VALUE	;store back at "VALUE"			
8		JMP	START	;loop back to the beginning			

1

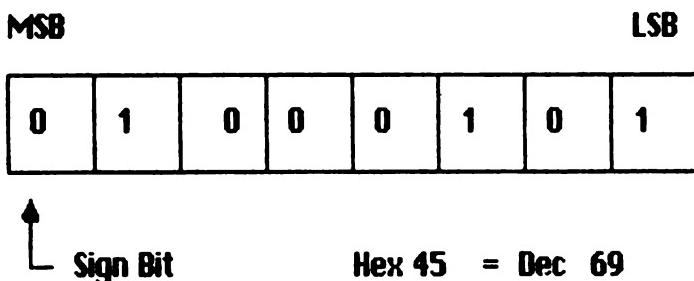
In this example, program flow depends on the condition (or status) of the "Z" flag. If the flag is set (a logical "1") then, in line 2, the program flow would jump to the label "SUB". If, however, the flag was cleared (a logical "0"), then the jump would not occur and the program flow would continue to the next line and stop. Since the condition of the status register provides the program with enough intelligence (and I use the word loosely) to make a decision, it is very important for us to know how the flags are set and cleared.

The condition of the flags actually provide the program with an indication of the result of the previous instruction. Now, it must be remembered that not all the instructions affect the flags. Most, in fact, affect only some or none at all. With the information they provide, however, we are able to control the program such that a given instruction may only be executed if the result of the previous instruction was positive, or negative, or zero, or ... etc, etc.

Now, the way the processor determines if a result is positive or negative is somewhat complex. Usually it is

sufficient to know that if a number retrieved is negative or the result of an operation is same, then the "N" (for negative) flag will be set; if the result is positive, the "N" flag will be cleared; if the result is zero, the "Z" flag will be set, and so on. In reality, though, the processor is only smart enough to look at the sign bit of the operand (number being operated on) or result to determine the sign.

The sign bit is the most significant bit (MSB) of the byte of data in question. It is simply used to indicate whether the byte is to be interpreted as positive or negative.



The above value would be interpreted as positive since the MSB is a zero.

The other flags such as the Carry and Overflow flags are affected by the mathematical instructions such as ADC and SBC. The reason these are set or cleared requires a knowledge of two's complement mathematics which is beyond the scope of our discussion for the time being. The "I" and "D" flags will be covered in future issues.

# PROGRAMMING

The following is a summary of the instruction set and the flags they each affect. This will be useful to refer to when developing a program which makes use of the status register and conditional branch instructions.

<u>INSTRUCTION</u>	<u>FLAGS NZCV</u>	<u>INSTRUCTION</u>	<u>FLAGS NZCV</u>
LDA	***-	CLC	C=0
LDX	***-	CLV	V=0
LDY	***-	CLD	D=0
STA	----	CLI	I=0
STX	----	SEC	C=1
STY	----	SED	D=1
		SEI	I=1
AND	***-		
ORA	***-	PLA	***-
EOR	***-		PLP - Special case:
ADC	****		Entire status register including I,B & D flags are pulled from Stack.
*SBC	****		
DEC	***-	PHA	----
INC	***-	PHP	----
		BRK	----
ASL	***-		RTI - As for PLP
LSR	***-		
ROL	***-	NOP - No operation	
ROR	***-		
BIT - Special case: ( N=M7, V=M6)	***-		
	***-		
CMP	***-		
CPX	***-		
CPY	***-		
TAX	***-		
TAY	***-		
TXA	***-		
TYA	***-		
TXS	----		
TSX	***-		
DEX	***-		
DEY	***-		
INX	***-		
INY	***-		

The remainder of the instruction set (the conditional/unconditional branch instructions) have no effect on the flags.

Have a close look at the effect of the Clear/Set instructions. These provide the programmer with the means to control the individual flags of the status register. Consequently, we are not restricted to the way in which the processor has arranged the flags. This comes in very handy when we wish to establish a known starting condition for the flags prior to an event which may or may not affect them. Alternatively, these instructions may be called upon when executing a subroutine in order to alter the flow upon return to the main body of the program.

It may be necessary, on the other hand, to preserve the status of the flags while executing a subroutine. This is the reason for the inclusion of the PHP and PLP instructions which save and retrieve the flags on the stack respectively. Your subroutine may inadvertently (or deliberately) alter the flags and this change may not be desirable on return to the

main program. These two instructions may also be used if it is required to invert (change to the opposite state) the flags or preserve some and change others (as distinct from setting them to a specific condition using the Clear/Set instructions). The stack is very useful for this kind of exercise.

By making use of the Clear/Set instructions in conjunction with the PHP/PLP/PHA/PLA instructions, the status register as a whole can be manipulated to any state required. Examine the following program as an example.

1	START	CLC	,Clear the C, V and D flags to a known starting condition (0).
2		CLD	;
3		CLV	;
4		JSR EVENT1	,Jump to the routine "EVENT1"
5	EVENT2	LDA *\$FF	,Load accumulator with 1's
6		STA MEM1	,Store this at location "MEM1"
7		PHP	,Push the flags onto the stack
8		PLA	,Pull the flags into accumulator
9		EOR MEM1	,Invert the accumulator
10		PHA	,Push the accumulator on stack
11		PLP	,Push the accum. into the flags
12		BRK	,End there
13	EVENT1	LDA *\$FF	,Place 1's in the accumulator
14		PHA	,Push accum. onto stack
15		PLP	,Pull the accum. into the flags
16		RTS	,Return to "EVENT2"

The above program provides us with a good example of some of the ways in which we can manipulate the status register using the bit control instructions and the stack. This may be a little hard to follow if you are completely new to programming, but it is worthwhile spending some time trying to understand the concept of the status register.

In the first three lines we have cleared the Carry, Decimal and Overflow flags prior to jumping to the subroutine "EVENT1". In the following eight lines the Status register is inverted by Exclusive Or-ing with a byte of 1's (Hexadecimal FF). This is done with some fancy stack manipulation. First the P (Status) register is pushed onto the stack. Next the accumulator is pulled from the stack, having the effect of transferring the flags into the accumulator. The accumulator is then inverted and pushed back onto the stack, then the P register is pulled back off. Thus the flags are replaced once they have been inverted.

It is always a good idea to save the P register (and the other registers for that matter) prior to jumping to a subroutine, particularly if that routine has not been written by you or is not "invisible" to the registers.

The use of subroutine is vital to good programming as a means of providing clarity and ease of "de-bugging". This applies not only to assembler, but any of the high level languages as well. If you have the opportunity, examine some code written by professional (or at least competent) programmers such as that provided at the rear of the Apple reference manual. You will notice that the program is divided into numerous subroutines each having a particular purpose. I will be dealing with subroutines and program structure in more detail over the coming months.

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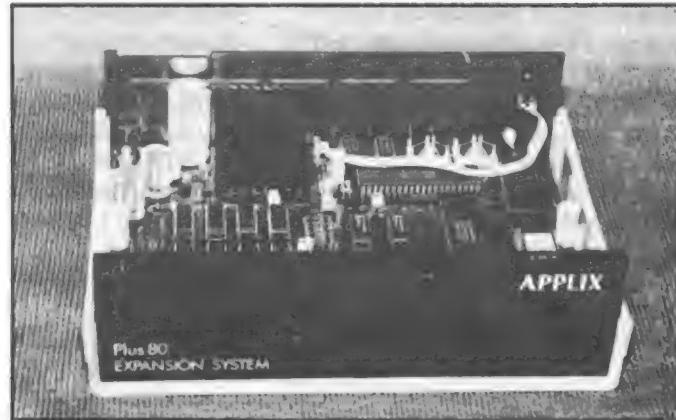
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# The Worm in the Apple

IT IS not for me to continue to point the finger of shame at public relations people. Even if they have no connection with Apple whatsoever. But the following story is totally irresistible.

Dick Smith Electronics have just launched a new series of machines which are IBM clones. Excellent, well made, elegantly designed machines they are too. To launch them Dick Smith Electronics took over the Sydney Cricket Ground and provided the assembled press with inedible pies, indigestible sausage rolls and champagne and orange juice aplenty. On a big screen looming over the Sydney Cricket Ground there was a video presentation highlighting the delights of the machines and explaining why they will sweep all before them.

Which is probably true.

But the press release which accompanied the machines said that the top of the line model - romantically called the 900 - would operate 10 times faster than an IBM AT.

One of the assembled scribes - a man of less than gentle breeding and little style - sat down with his calculating machine and tried to work out what that meant.

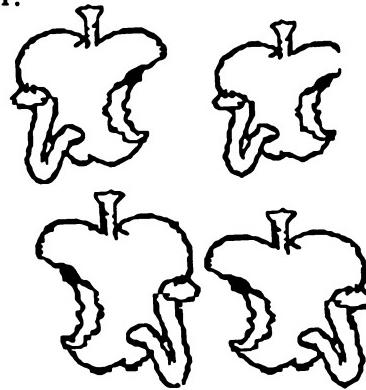
If the claim were true then a whole new world of personal computers had been released without the technical gurus being aware of it. A new wondrous machine which would change the face of personal computing.

But this scribe's calculator kept coming up with the wrong answer. Being of a nasty, brutish and suspicious nature he then started making earnest enquiries

hither and yon on the basis that he thought the public relations handout was some little way away from the truth.

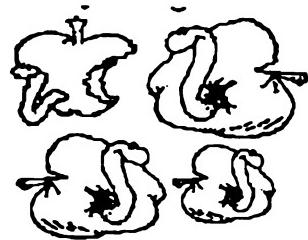
Red faces all round. Sack cloth for the masses at Dick Smith Electronics.

For indeed it was some way away from the truth. The press release should have said that the machine ran 10 times faster than the IBM standard PC. Which is quite brisk. But a considerable way away from being 10 times faster than an AT.



However, this worm has learnt from his Chinese cousin Confucius Worm that the company that is producing these machines for Dick Smith Electronics - a company called MultiTech - have just introduced a new wondrous personal computer built around the Motorola 68020 chip. This is a true 32 byte chip which is the direct lineal descendant of the chip that drives the Macintosh. Using the 68020 chip the Taiwanese produced a very very quick machine indeed. Confucius Worm swears that this machine is more than 10 times faster than the IBM AT which would make the

prophecy of the earlier press release be fulfilled. However, Confucius Worm assures me that although this is the same chip that is being used by Apple in their future machines there is no way there will be compatibility. He tells us that MultiTech have firmly set their sights on being compatible with the IBM push and with nothing else. This may well be a case of making a virtue out of necessity. I don't see how even the Taiwanese can produce a computer which would emulate the Macintosh unless they indulge in naughty, devious methods of duplicating the Macintosh ROM chip. And we all know the Taiwanese would not do that. Would they? Never.



By now you will have read earlier in this magazine about the Apple IIGS. And a fantastic new machine it is to be sure.

This humble worm had an early sighting of the new Apple IIGS - known in Hong Kong, for reasons I cannot possibly understand, as the Vegas. What this Worm is really interested to know is how the Apple IIGS is going to affect the Macintosh push.

This is a very powerful computer. It is perhaps going to far to call it "a mainframe on the desk". But it certainly is superfast, superefficient, superinteresting. Will all the ex-Apple II devotees who flocked after the Macintosh banner now do a 180 degree turn and rush back to being Apple II fanatics again? Or will they pretend it hasn't happened and watch a completely new fanatical group of Apple II fanciers emerge from almost

## UNMITIGATED GALL

nowhere to carry the IIGS to glory?

I only ask because I want to know.

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As I write these turgid and tendentious notes I am about to leap on an aeroplane and go to Britain. My English cousin, who will be meeting me off the plane, Montmorency Worm, says that Apple in Britain is having a hard time holding its own. It appears that Alan Sugar with the Amstrad is sweeping all before him. Having grabbed a large part of the cheap computer market he has now bought out Sinclair - that strange company that produced even stranger devices - and now controls about 80% of the UK market. As a result Apple UK, a company in the past which has seen some fairly brisk staff changes, does not have the same place in the market as does Apple Australia.

Partly this was due to the British decision to make the Acorn the sole computer for schools - a decision which is extremely difficult to fathom - and partly because the Brits appear to prefer computers which are complex to use, difficult to understand and not easy to work with.

If this was not the case how was the Sinclair Spectrum ever sold in large quantities?

As always I will find it interesting to be in London where 50% of the households have a personal computer. That is the figure at which the mind boggles. Even in Sydney - which has a higher computer penetration than anywhere else in Australia - the figure would be no higher than 10%. How do the Poms manage to have five times as many computers per head of population as Australia? How do the Poms manage to have more computers than the whole of the rest of Europe put together? This worm does not know. But he will find out. And this humble worm will report when he returns.

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I see elsewhere in this august magazine there is some American person with a strange name complaining about the LaserWriter. He simply doesn't know when he is well off. This worm recently attended a seminar where several senior members of the Australian business establishment were lamenting out loud they had bought Another Brand of Laser Printer rather than the LaserWriter from Apple. They said that the saving they

made in price was totally lost in the first few weeks because their current machines - no names, no pack drills - lacked the power, lacked the sophistication, lacked the capabilities of the LaserWriter.

Now we have this little kempt American fellow complaining that the LaserWriter is not perfection. Four years ago - when he had never heard of laser printing - he was probably accepting the output from a dot matrix printer and happy to get it. You just can't please everyone.



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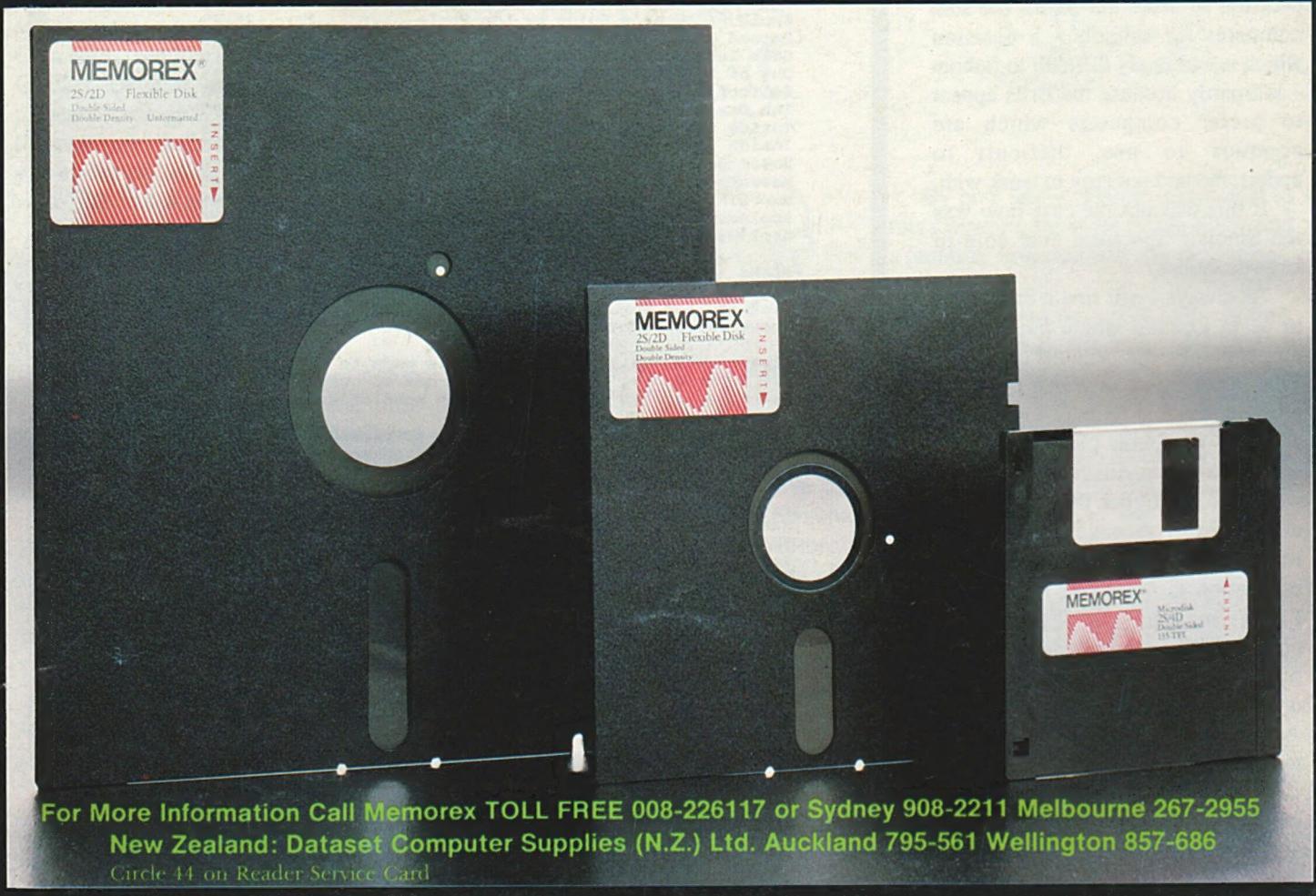
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